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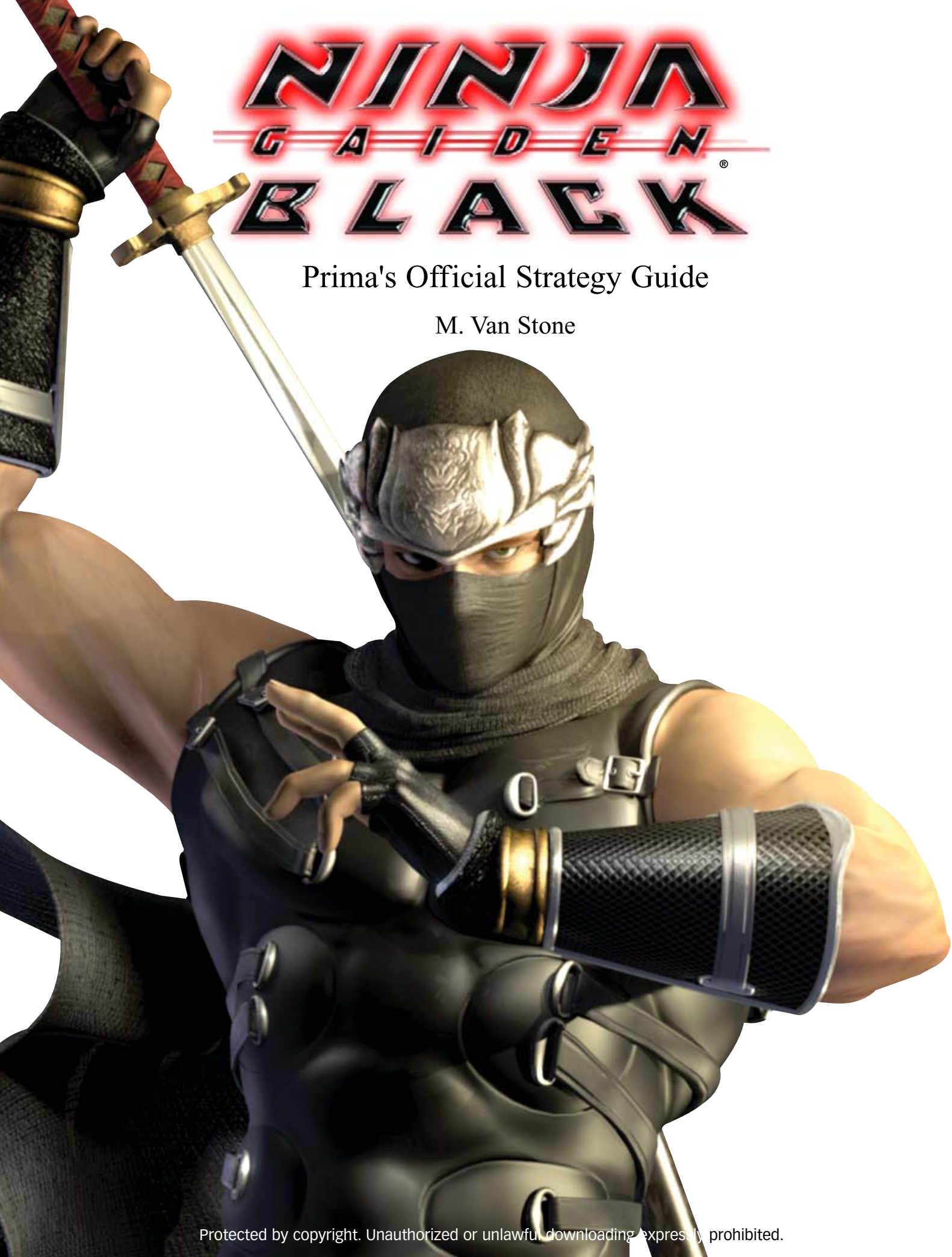
NINJA GAIDEN® BLACK

Prima's Official Strategy Guide

M. Van Stone



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THE BASICS

EVERY JOURNEY STARTS WITH A SINGLE STEP...

In this guide you'll find all the information you need to take Ryu Hayabusa through the intense trials and tribulations he must face on a journey fraught with peril and menace. In this chapter we'll familiarize you with the basic controls and pick-ups (beneficial items scattered throughout the game), and explain some of the common elements you'll find within the guide.

BASIC CONTROLS

L - Block
R - Center camera
Y - Strong Attack
B - Use projectile weapon
X - Basic Attack, Action Button (interact)
A - Jump
BLK - Display Map
START - Pause
L - Movement, Attack command input, Aiming (w/ bow & arrow)
R - First Person Mode

NOTE

The following chapter deals with issues related to combat and maneuvering the locales Ryu encounters.

TIPS, NOTES & CAUTIONS

Scattered throughout this guide you'll come across several instances where you'll need to be warned of impending doom laying 'round the next corner or you may need a tip to help you deal with a most unruly enemy—that's where the following come into play:

TIP

A tip is something that will help you get more out of your gameplay experience. Whether it be how best to deal with a particular enemy or how to maneuver more easily across a tricky series of platforms, you'll find these moments highlighted.

NOTE

A note may impart some important bit of knowledge such as a reminder that you may need to backtrack to a previous location in order to access it at a later date.

CAUTION

Cautions are important and are there to help you stay alive. Some examples might be a warning that you're about to step into a viper's nest of foes and need to be completely healed and ready for anything. Even if you gloss over the Tips and Notes, take all Cautions seriously—Ryu's life may depend on it.

MAPS

You can access in-game maps by pressing BLK at any time. However, within this guide you'll find maps that are labeled with the locations of all major quest items, as well as placement of various pick-ups. You'll always know where you need to go to keep Ryu moving in the correct direction throughout his adventure.

Each map point will have a corresponding number within the walkthrough text. For example, a health potion would be labeled *Elixir of Spiritual Life* 7 with '7' being the corresponding map location.

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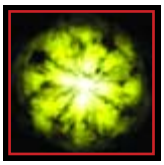
PICK-UPS

Essence

After laying enemies low, you'll be rewarded with various types of Essence that Ryu can collect and use. Bear in mind that the more powerful the foe, and the more spectacular his or her demise, the greater the quantity (and size) of Essence left behind. There are three types of Essence that may be left behind:

Yellow Essence



This is the currency and can be used to buy everything from items to upgrading Ryu's formidable arsenal of weapons within the many Tool shops scattered throughout the game.

Blue Essence

This is the very Essence of life: Collecting the blue spheres left in an enemy's wake will rejuvenate Ryu's flagging health. Because of this, Blue Essences are very valuable.

Red Essence

Red Essences are used to replenish Ryu's Ki level and are responsible for his access to Ninpo attacks (see the following chapter for more info on Ninpo a.k.a. Ninja Magic).

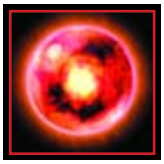
Items

In addition to the Essences left behind by the souls of the fitfully departed, Ryu will encounter many items scattered across land that will aid in his quest. While the following list is by no means exhaustive, it covers the most common articles you'll stumble across in your quest for blood:

Life of the Gods

Collect nine of these and Ryu's life bar will increase in size permanently. These are very important to secure whenever the chance presents itself.

Spirit of the Devils



As with Life of the Gods, the Spirit of the Devils will increase Ryu's Ki power gauge permanently. It's not quite as valuable as the blue orbs, but not something you'll want to pass up if you can help it.

Jewel of the Demon Seal

These handy purple orbs will increase the level of **one** of Ryu's Ninpo attacks. Careful allocation of these can mean the difference between life and death. Remember: Not all Ninpo are created equal.

Golden Scarab

These well-hidden gold-tinged beetles are highly valued by a fellow known as Muramasa. The question is, however, why?

Technique Scrolls

These scrolls contain all new combo attacks that Ryu can add to his arsenal upon reading. Depending on your style of play these can be important and can also be the difference between life and death against some foes.

Kunai Scrolls

You'll find these scrolls hurled in the vicinity of Ryu from off-screen—from whence they came, well, that's a secret that shall remain just that. However, contained within each scroll is important gameplay tips and information, so be sure and tap ⓧ every time you spot one nearby.

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THE CAST

Herein you'll find the game's main players, from Ryu Hayabusa, to the evil, insidious, Doku.

Ryu Hayabusa

The main character of the game. A descendant of the Dragon Lineage. He is a young member of the Hayabusa Ninja Clan. His father Joe Hayabusa, the head of the clan, has left the village to train in the mountains and has entrusted Ryu with the Dragon Sword, an ancient sword that has been passed down through generations of clan leaders.

Rachel

A Vigoorian Fiend Hunter, she is continually searching for her sister who was turned into a Fiend. She possesses genes that give her abnormal strength at the expense of making her susceptible to turning into a Fiend like her sister. She can sense where Fiends are.

Murai

A Master Ninja possessing unsurpassed skill in all of the Ninja arts, Murai also has a deep connection with Ryu. Although he was a member of the Hayabusa Ninja Clan, events that occurred in the past caused Murai to leave and form his own rogue Ninja organization, the Shadow Clan.

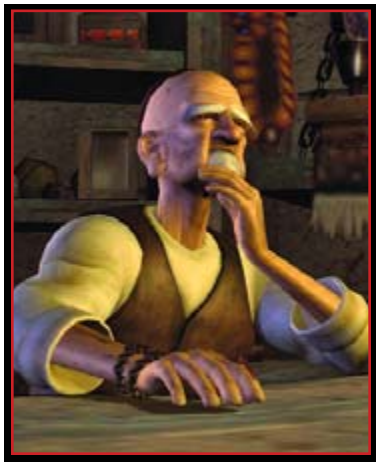
Ayane

A kunoichi, or female Ninja, in the Hajin-Mon sect of the Mugen Tenshin Ninja Clan. Although she was born into the ruling family of the clan, certain circumstances forced her to be raised in partial secrecy. Highly skilled in all of the Ninja arts, she has become an important asset for Murai at the young age of 14.

Kureha

One of the protectors of the Hayabusa village shrine; she has known Ryu since childhood.

Muramasa



A wizened old man, he appears to be over 100 years old. He runs a weapon and tool shop, but is also a renowned blacksmith. He has erected bronze statues of himself at various locations throughout the world.

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The Dark Disciple

A mysterious figure who disguises his true identity with a mask and black hood; his natural voice is undetectable through his machine-enhanced vocalization. He remains behind the scenes during the events that occur in the Vigoor Empire, observing the actions of Ryu and the movements of the Dark Dragon Blade.

Alma, Greater Fiend

One of the Greater Fiends, a powerful group within the Vigoor Empire, she became a Fiend after being lured in by Doku.

Gamov

A Special Agent of the Vigoor Empire Internal Affairs Bureau; he observes the movements of the infiltrator Ryu Hayabusa. It would seem that his interest as an intelligence officer lies beyond Ryu, however….

Doku, Lord of the Greater Fiends

One of the Greater Fiends, he is a heavily armored dark knight. He lured Alma into the fold and turned her into a Fiend.

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THE ARMORY

ESSENTIAL MOVES

Dragon Sword

Vigoorian Flail

War Hammer

Bow

This chapter contains a breakdown of the key, weapon-based techniques that we found most useful in defeating the foes you'll face throughout the course of Ryu's quest for vengeance.

DRAGON SWORD

You'll spend the most time with the Dragon Sword because it is the most versatile weapon in your arsenal (the other weapons are more specialized). Therefore, these techniques will become the mainstay of your adventure throughout the Vigoorian Empire.

Essential Techniques

THE FINAL SOLUTION

Off with his head!

For lower-level enemies of any stripe, The Final Solution equates to instant death—all it requires is combining the Guillotine Throw (press Y while near an enemy) with a follow-up Flying Sparrow (press Y while jumping toward an enemy) while they're on their backs. This one-two punch will decapitate just about every low-level enemy in the game and should be a mainstay in your arsenal, even at higher levels of play/ability.

NOTE

You must first find the Guillotine Throw technique scroll, as well as upgrade the Dragon Sword to level 2 before you can access this ability.

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IZUNA DROP

X,Y,X,X,X,Y

See "Note" on page 39...

DEADLY ORBIT

Which way did he go?

By itself, the Flying Swallow is amongst the most powerful and useful moves in the game. Flying through the air like a self-propelled missile, Ryu can bring a world of hurt on anyone he smites. However, the one thing better than a single Flying Sparrow is *multiples* thereof. To that end, the Deadly Orbit merely requires that the moment you complete one Flying Sparrow, you begin another. This is a key technique for dealing with many of the bosses in the game, so learn it well.

NOTE

You'll need to upgrade the Dragon Sword to level 2 before enjoying the benefits this mode of attack conveys.

Other Key Techniques

FANG OF THE WOLF (LEVEL 2 TECHNIQUE)

X,X,Y,Y

continued on next page...

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BLADE OF NIRRTI (LEVEL 2 TECHNIQUE)

X,Y,X

BLADE OF NIRRTI (LEVEL 2 TECHNIQUE) (CONT'D)

X,X,X

DIVINE CICADA SLASH

During Flying Bird Flip: X or Y

VIGOORIAN FLAIL

This is a much more specialized weapon than the Dragon Sword, and is best for crowd control. For ground-based enemies that tend to clump together, this is an effective way to mete out mass quantities of destruction with minimal effort (it's also the only option for attaining 100+ hit combos).

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Essential Techniques

CREMATOR (LEVEL 2 TECHNIQUE)

X,X,X,◉+X,X,X,X,X

The most useful technique for this particular weapon is the Cremator. This level 2 attack sees Ryu fling into a mad rage, quickly whirling the Flail, while turning him into a human blender. This attack vaporizes packs of foes or anyone else foolish enough to wander into its path. However, it is not something you should use against foes that like to jump attack, and its usefulness against higher-order foes (especially bosses) is dubious at best.

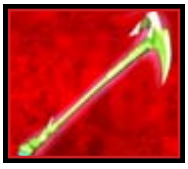
Other Key Techniques

DRAGON AND PHOENIX

X,X,X,X,X,X

WAR HAMMER

The War Hammer is an even more specialized weapon than the Flail. While its chief use is for busting down walls, it's also great for decapitation. Because of its heft, it requires a great deal of anticipation to use effectively—it's impossible to swing quickly.



Essential Techniques

FLAMING TORRENT (LEVEL 2 TECHNIQUE)

Y,Y

Need to clear a room in a hurry? Then the Flaming Torrent is your weapon of choice. Ryu grabs hold and swings the War Hammer in two complete circles, knocking down and, in many cases, decapitating whatever it strikes.

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Other Key Techniques

GLEAM OF HEAVEN AND EARTH

X,Y

BOW

While it may not look like much, the Bow is the second most useful weapon in the game. Not only does it give Ryu the option of keeping his hands bloodstain free, but even the weakest arrows in his quiver can deal out fairly substantial damage. Use this to Ryu's advantage by softening up onrushing foes with a few well-placed shots, then draw your blade and let the real fun begin.

You'll shoot your eye out!

TIP

This tactic is especially useful against unarmored foes, as you don't actually have to aim very accurately to have the desired effect.

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LUNAR

The newest addition to the Hayabusa arsenal is the dreaded Lunar. Consisting of a staff with metal points on both ends, it has a larger range than any other weapon. It doesn't do a massive amount of damage, but given that you can swing it for multiple hits, like the Vigoorian Flail, it's the perfect combination of range and attacks. It is particularly effective against groups of Bats, Phantom Fish, and the like.

Essential Techniques

DRAGON'S CLAW

This level 2 technique has the perfect mix of close-combat protection via multiple swings. It finishes with a forward slash.

X,X,X,Y

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BLACK WIDOW

Much like it's namesake, the Black Widow uses a venomous strike, allowing Ryu to sting anything in his immediate area. Ryu twirls the Lunar twice on each side, then wraps it up with a massive frontal spin and a low strike.

L, X, X, X, Y

SMOKE BOMBS

Though small in size and purely a defensive weapon, the Smoke Bomb is a vital component of the Ryu Hayabusa's equipment. Deploying a Smoke Bomb causes Ryu to roll forward, and away from any threats in the immediate area, leaving behind his new toy. A split second later, the Smoke Bomb explodes, temporarily blinding foes that are unfortunate enough to be in the immediate area.

B

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INTERCEPT TECHNIQUE

The newest addition to Ryu's potent arsenal, the Intercept Technique adds an entirely new dynamic to combat.

By pressing Block at the exact instant an enemy attack hits Ryu, a flash appears. Should Ryu be fast enough to attack at that instant, he initiates the Intercept Technique. The damage dealt by the Intercept Technique is astounding, killing most foes in a single burst. It is comparable to a Charge attack, only without the charge. Be wary when using it, as it does take time to master, and failure to use it correctly leads to Ryu not blocking and taking damage.

Block at the right moment

Sparks ignite

Death follows

OTHER WEAPONS

The included weapons represent only a portion of Ryu's arsenal. There are several other implements at his disposal throughout his quest, but we'll leave that up to you to discover for yourself (or, if you *need* to see them now, turn to the "Secrets" section).

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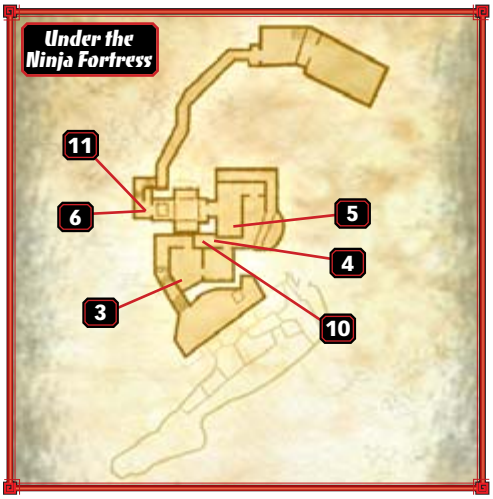
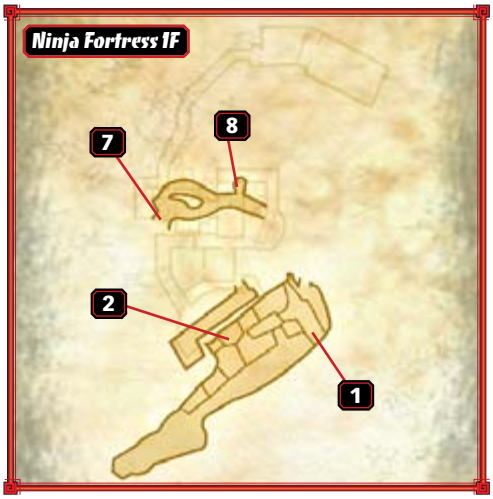
CHAPTER 1

THE NINJA FORTRESS

In the mountains of Autumn, there is one who walks the path of the Ninja....





WALKTHROUGH

As the game begins, you'll find Ryu deep in a ravine standing over his first victim, below the Ninja Fortress. Start jogging ahead, to the ramp to the left.

Make your way up two small steps to find an incoming Kunai Scroll. Leap across the gap and hit ⓧ to investigate its contents.

NOTE

If you fall down the gap, turn around and head back up the steps or, alternatively, perform multiple Flying Bird Flips to scale the narrow chasm.

Now point Ryu at the imposing cliff face, and perform a Wall Run to scale it with preternatural grace.

From there, Ryu will have a tenuous grasp on a ledge. Shimmy him to the left by pressing ⓛ▶, then press Ⓐ to alight on the ledge just above.

Once you crest the ridge, you'll spy another Kunai Scroll. Tap ⓧ to open it and digest its imparted wisdom.

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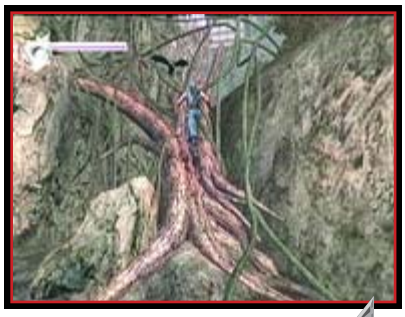
Ninja Fortress Map 1

Just to the right of the scroll lays the first chest. Stride over and tap ⊗ to kick it open and collect the Ninja Fortress Map.

Map in hand, have Ryu face the cliff face to which the Kunai Scroll was attached and execute another vertical Wall Run to reach the next ledge.



A rather decrepit-looking tree adorns the rocky surface ahead. Send Ryu loping up its sickly bark and to the left.

CAUTION

A pair of Ninja will plummet from the sky above just as Ryu makes it halfway across the next run of rocky cliff, so be ready!

As the Ninja strike, use your sword to attack them. Slice and dice till they're nothing more than ribbons of torn, bloody, flesh.

Upon their dispatch, a Kunai Scroll will fly through the air. Take in its contents, then execute a Wall Run along the sheer rock face to the right to clear the gap.

Elixir of Spiritual Life 2

Here you'll spot another chest. Deliver a swift kick to its wooden surface to expose Ryu's first Elixir of Spiritual Life (a.k.a. a health potion).

Now you'll spot a crow lurking on a nearby branch; launch Ryu from his perch to grab the branch. As Ryu whirls around, press Ⓐ to let go and send him flying to safety on the opposite side.

As you round the corner, another Scroll will hurtle in. Heed its words, then proceed around the bend to a cliff face.

Utilizing the Flying Bird Flip, throw Ryu at the left wall, and hit Ⓐ just as you make contact with the left side to send him flying up and over to the right.

Now you'll head down a tunnel hewn from the rock of the mountain only to encounter a band of Ninja coming from a conduit above!

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Though quarters are tight, wield your blade with full fury, striking down your foes as they appear from above.

Upon dispatching all the tyros, head into the alcove that spawned their wretched kind and execute a three-part Flying Bird Flip to emerge…

…in the Ninja Fortress! Run over and smash the awaiting ninja announcing your arrival—and their impending doom.

Head through the walkway going up the steps, following the path until you come upon a door. When you're ready, hit ⓧ to head through.

TIP

Always destroy all items in a room for extra essences.

On the opposite side of the door, Ryu will be ambushed by three dishonorable malcontents hurling shurikens. Reward their cowardly act with the cold embrace of death.

Large Blue Essence 3

After removing the irritants, spin around and check the corner for a chest located behind a set of urns. Crack it open to secure a large Blue Essence (a.k.a. a health boost).

Head through the doorway to the left of the sun-dappled window and into another room. Beware of the Ninja waiting on the opposite side.

Before long, the door behind Ryu will be barred and escape impossible as many foes drop in for what they think is easy prey. Show them your steel and test their mettle.

After they come up wanting, head through the next doorway and into another hallway.

TIP

If you watch Ryu's head, he'll alert you to potential danger by tracking foes with his own eyes, thus giving you ample warning of an impending assault.

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As you pass through the door, three Ninja are awaiting your arrival from just off-screen. Dispatch them before making for the cul-de-sac at the opposite end of the hall.

Elixir of Spiritual Life 4

In that room you'll spy a huge suit of Samurai armor. Make a note as you'll have to return here soon. Before you go, snag the two Elixirs laying in wait. One is on the shelf, and the other is across from the armor.

Head back down the hall and around the bend to make your way to yet another door. Hit ⓧ to break on through to the other side.

In the next room lay a band of Ninja, itching for a fight. Bring the thunder and lay waste to their misguided efforts with blade in hand.

Lives of the Thousand Gods/Lunar 5

After you fell that band, break into the nearby chest to retrieve the Lives of the Thousand Gods. Now would also be a good time to use this item to extend Ryu's maximum life bar.

Make your way over to the nearby sword stand and slash down the scroll hanging behind it to expose Ryu's first new weapon, the Lunar. Slash the wall again to reveal a a passage to a larger room.

CAUTION

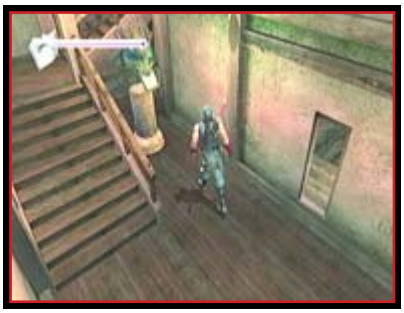
The next room is full of Ninja: if Ryu is a bit peaked, make sure you utilize some of the Elixirs you've collected along the way to replenish his health.

Not long after entering the next area, a large band of Ninja will besiege you. Remember that Ⓛ is for blocking and you should fare well.

TIP

If you don't want to destroy the entire band, head to the opposite end of the room and drop through the large trapdoor to escape to relative safety.

Save Point 6



After dispatching that wicked band of sword-wielding hands, head to the opposite end of the room. Go through the next small gap in the wall to find a save statue to help you on your way.

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After saving, backtrack through the gap and fall through the trapdoor to find yourself in a cavern beneath the ground.

Great Spirit Elixir 7

Just to one side of Ryu lays a series of pots. Shatter them and make your way into the alcove to open up another chest containing a Great Spirit Elixir.

Head up the tunnel and you'll have to facedown some bats who've you've roused from their daytime-induced slumber. Toss a few shurikens to remove the vermin, then continue on.

Bats 8

Soon you'll encounter a series of torches barring your path. Just to your left you'll find another alcove containing another chest. Avoid opening the chest, unless you want to be swarmed by bats.

Bust down the torches in Ryu's path and make your way to the right and up the nearby stonework "steps" fit for a giant.

As you crest the second step, another Kunai Scroll will require your attention. Consume its words, then perform a vertical Wall Run to make it back onto the Ninja Fortress proper.

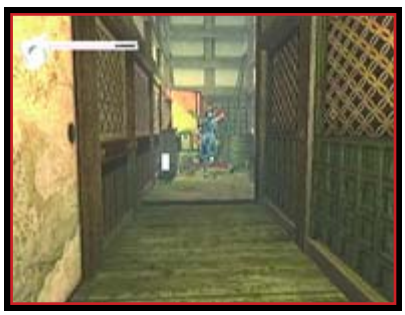
As Ryu heads along the wood planking he'll have to make a left turn in short order. Just beyond lay two more Ninja in wait….

Fangs of the Samurai 9

Not long after that squabble, you'll happen upon an opening sans door. Head through, but before dropping through the hole in the floor be sure to crack open the nearby chest for the Fangs of the Samurai.

From there, plunge through the hole in the ground to reach a familiar space. From here, you'll need to make your way back to the suit of armor to replace its missing teeth.

Key of Courage 10



Upon arriving at the armor, hit ⊗ to re-insert the missing fangs to give it back its winning smile. In return you'll receive the Key of Courage.

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With the key in hand, you'll need to make your way back to the save point statue. You'll be ambushed by Ninja en masse on the way back.

Save Point 11

Save your game once more, then climb the nearby stairs to continue onward and upward toward the objective of your current mission.

As Ryu exits onto a wooden pathway, he'll attract the attention of two white Ninja. Advance with caution, then mow them down with all your might.

That deed done, you'll shortly reach the entrance to the Inner Sanctum. Hit ⓧ to use the Samurai's key, and head on through to face a troupe of white Ninja.

This group of foes is tenacious, but careful use of Ryu's blocking and countering techniques will keep you in good stead.

Foes down, head through the now-unlocked doorway up the stairs, and get ready for your first real test….

CAUTION

Your next battle is against the boss, Murai. He has two white Ninja backing him up during the fight, so be healthy and ready for the fight of your life.

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Boss Battle: Murai

TIP

A good way to avoid damage is to hold L, and once they start hitting push R in the opposite direction to roll away.

After a brief conversation with Murai, he unfurls his nunchakus and the fight is on!

While he looks mean and very intimidating, he's a relative breeze to beat. First, you'll want to make your way to the right (or left) wall and draw Murai towards Ryu.

With any luck, you'll eradicate a healthy chunk of his life bar. Worst-case, you'll briefly stagger him. If this happens, get in a quick set of blows then retreat and set up for another Cicada Slash.

Once he's fairly close, execute a diagonal Wall Run, then hit X or Y at the closest point to Murai to execute a Cicada Slash.

TIP

Dispatch all the white Ninja and use the Essence they drop to heal, or charge up for a powerful attack on Murai.

Repeating this process will drop Murai in virtually no time. Enjoy this while it lasts; it's going to get much worse before it gets better.

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CHAPTER 2

THE HAYABUSA NINJA VILLAGE

The village is burning. Before long, Ryu hears the screams of his brethren....

WALKTHROUGH

As Chapter 2 opens, Ryu will find Murai standing nearby. Bid him farewell and head for the door.

From Murai's quarters, you'll need to backtrack all the way out of the fortress, almost from whence you started the game.

TIP

To speed through sequences like Ryu opening doors and such, press ⊗ to keep the game moving along.

Once you've reached the *Valley of Shadows*, instead of making your way back to the starting point, head down the canyon and into the corner.

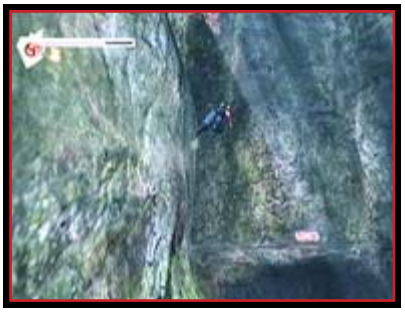
Art of Fire Wheels

Head through the narrow opening and you'll find your first Ninpo (ninja magic): The Art of the Fire Wheels. Hit ⊗ to claim it.

As the pedestal retreats into the ground, board the rickety cart and hit ⊗ to send Ryu down the shaft awning below.

Elixir of Spiritual Life 1

Once you reach the bottom, before proceeding forward, turn around and kick open the cleverly-hidden chest behind Ryu to claim an Elixir.



Making your way out into the soaring walls of the valley, you'll spy a chest just across the way. Executing a wall run to the left will place Ryu within arms reach.

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Smoke Bomb 2

Kick open the chest to claim a Smoke Bomb, which comes in handy very soon. Bomb in hand, turn about and head onward.

In short order, three armor-clad miscreants will accost Ryu. Draw your blade and show them the error of their ways with life-destroying swipes.

NOTE

The armored warriors aren't terribly tough to beat, but they block more frequently than the previous batch of brown-clad ninja, so be aware of that before flying into a steel-on-steel rage.

Continuing on through the valley, you'll come upon a slope upon which Ryu can find no purchase. Allow gravity to do its thing, then swing via the three logs that overlook the pool of water.

As Ryu lands, some unwitting foes accost you. Strike them down in short order, then continue on your way.

Not much farther down the road, another pair of armor-clad thugs set upon you. This time they've brought a magic-wielding friend.

Your best bet is to strike down the two lightweights first, then concentrate on the magic-tossing fiend. To dispatch him, wait until he appears near you, block his flurry of sai attacks, then strike him down like the rest.

Map of the Hayabusa Village 3

Now take note of the tower nearby. Head over and press ⊗ to clamber up the ladder where upon you'll find a chest. Kick it open to claim the goodie inside, then head back down.

Not much farther along you'll come upon a shattered bridge, the remnants of its spine scattered amongst the rocks of the riverbed below. Make your way across the river to the opposite bank.

Save Point 4

After clambering back upon dry land, you'll find a Save Point located nearby.

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Elixir of Spiritual Life 5

Just to the left of the Save Point, across the edge of the bridge, you'll find a chest. Kick it open and take what's yours.

Head up the nearby stairs and you'll enter the wreck and ruin of the Hayabusa Village. Whomever did this must pay!

NOTE

At the entrance to the village you'll notice a series of Jizo statues—one with its head missing. Make a note of this.

First off, head directly left and down an alleyway flanked by buildings to the right, and a wall of stone to the left.

Elixir of Spiritual Life 6

In a *cul-de-sac* you'll find the corpse of one of your clansmen. A careful search of his battered body will prove fruitful for Ryu, if not for him.

Returning to the main thoroughfare, you'll be roughly set upon by a band of armored warriors. Same rules apply as earlier, so deal with them, then be on your way.

NOTE

Just up the low rise to the right, you'll see a small structure housing a very large stone with a cleft in it. Make note of this.

Life of the Gods 7

Continue down the thoroughfare to the clansman's body. Next to the body is the missing head of the statue. Bring this back to the statue for a Life of the Gods.

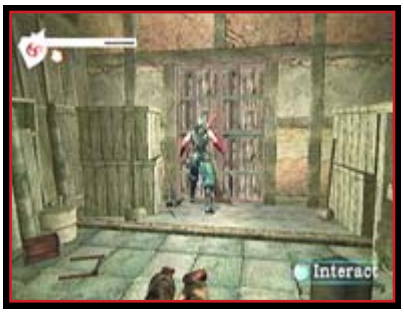
As you delve deeper into the village itself, you'll notice a low-hung rooftop to the left. Send Ryu up that roof, taking each step as they come.

Bow 8

Proceed through the window on the rooftop and you'll enter a room with a large hole in the floor. Here Ryu finds Ayane lying on the floor, wounded by the Dark Samurai. After consoling Ayane, Ryu acquires the Bow. Now drop through the opening in the floor.

Shop 9

At the bottom, you'll come up the first (of many) Shops run by Muramasa, the blacksmith. Hit ⊗ to peruse his wares and, if need be, stock up on Elixirs, magic, etc. You may also purchase Smoke Bombs and Arrows. None None of these items, however, is necessary.



Conclude your business with Muramasa, then head toward the doorway.

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Proceeding through the door ahead, a squad of armored combatants and a pair of magic users will assault. Using the Divine Cicada Slash may be a smart move here and, whatever else you do, keep moving!

TIP

If you get hurt badly in the ensuing fight, you can always return to Muramasa's Shop to stock up on Elixirs and the like…provided you have the Essence.

Arrows 10

Just across the way from the building housing Muramasa's Shop, you'll find an arrow-riddled corpse. Collect a bundle of arrows then proceed around the corner.

CAUTION

After you've collected those arrows, equip the bow before heading onward. Be ready to wield it with deadly efficiency.

Dealing with the horsemen you must now face can be very tricky. Your best bet is to unseat the riders by striking them with multiple arrows, then dashing in to finish them. Barring that, pick an area against the wall and stay there, let an enemy ride in to assault, block his blows, then whale away with your sword. Repeat this process till you unseat your enemy, then have at him on foot.

Arrows 11

If you run low on arrows during the horsemen's assault, be sure to plunder the nearby corpse to restock your quiver.

Save Point 12

Now make your way across the formerly burning barrier, and you'll spot a Save Point just to the other side. Head over and record your progress.

Great Spirit Elixir 13

After saving, you can ignore the pathway leading away from it for the time being and make your way toward the nearby archway. Sprawled before it is another corpse—rifle through it and collect the Elixir.

Now head through the archway and be prepared to face the….

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Boss Battle: Horselord

This large, cruel-looking, man (if you can call him that) wields a viciously spiked pike and is determined to end Ryu's quest in a most grisly fashion.

As was the case with Murai, this gent's bark is worse than his bite. Position Ryu against the far side of the bridge. Once there, stand in a defensive, blocked, position and watch for the Horselord's approach.

Mind the never-ending supply of magic users circling the area. They're a good source for health essence, so strike them down whenever the opportunity shows itself.

Once the Horselord is near enough, execute a Divine Cicada Slash to cut away a significant chunk of his life, then block if he deigns to take a potshot at Ryu.

If you keep up this slow-but-steady process, you'll take him down and come out of the battle with a full life bar.

Once he's gone to that great polo field in the sky, run over to the pulsing blue aura and hit Ⓧ to claim another Life of the Gods, then head out the nearby doorway.

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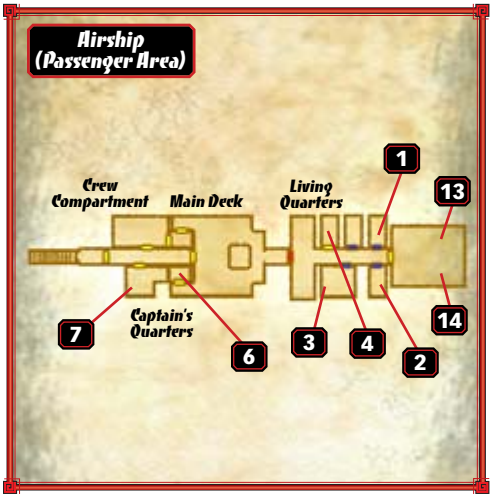
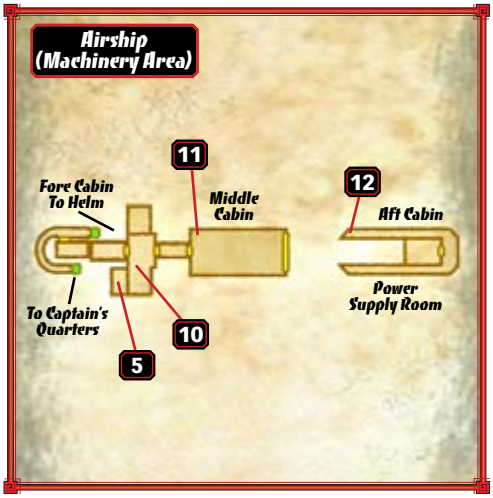
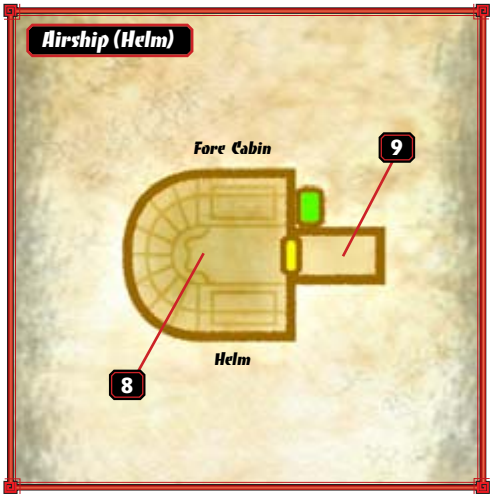
CHAPTER 3

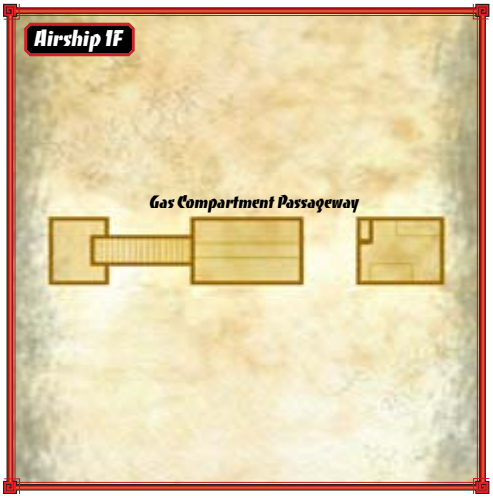
SKIES OF VENGEANCE

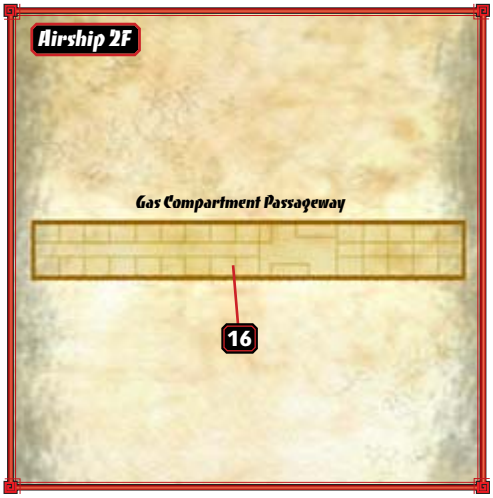
The Hayabausa Village has burned, and the Dark Dragon Blade is gone. Ryu has stowed aboard an Airship headed for the Vigoor Empire. His goal: Vengeance....

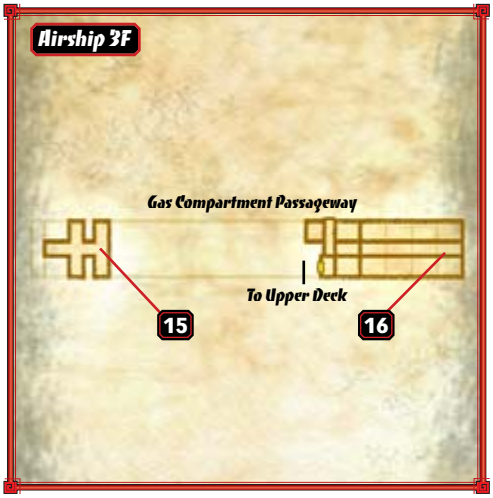












WALKTHROUGH

Save Point 1

As the Chapter opens up, you'll find Ryu standing face to fang with a Save Point. Hit it up to record your adventure thus far.

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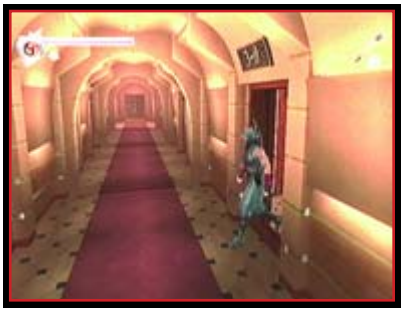

Make your way for the door and into the hallway.

Elixir of Spiritual Life 2

Now head to the room directly across the hall and, upon a table, you'll spot another Elixir. Grab that, then make your way back into the hall.

Airship Map 3

Venturing down the hall, head through the first door on Ryu's left. Inside you'll spot a chest, within which lays an exceedingly helpful item.

As you make your way for the door, however, two armed interlopers will make a none-too-subtle entrance through a nearby window. Close the gap and cut them down like animals.

Elixir of Spiritual Life 4

Go out in the hall, and continue down it until you reach the final door on the right. Proceed inside to acquire another Elixir (you'll need it).

Finding yourself in the hallway again, head toward the double-doors at the end of the hall—but watch out! As you pass the threshold and into the foyer, you'll be set upon (from behind) by a group of Special Forces types.

Enemies defeated, they'll leave the key you need to gain access to a larger portion of the Airship. Proceed through the waiting door at your leisure.

Once you reach the Main Deck, proceed along the wall to the left and you'll come upon an open area flanked by two stairwells and a set of double-doors at the far end.

Shop 5

The left stairwell leads to Muramasa's Shop. Drop in if you need to stock up on items, and be sure to increase the efficiency of your blade (steel or wood or both) while you're there.

Proceeding down the left-hand wall from the stairwell leading to Muramasa's, you'll find a sliding door with a green light lit—green means go, right?

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Life of the Gods 6

Inside you'll find a Life of the Gods marble which will come in handy in due time. Now make your way back onto the Main Deck.

Make your way past the double doors (currently locked) and into the opposite corner where you'll find another sliding door. Proceed through that one, then through the next, with your blade at the ready.

Once inside the Crew Compartment, you'll be set upon by a pack of jackals determined to do in Ryu. Lay waste to them with your sword and mind the one chap that comes careening through the window in the corner.

Foes annihilated, head through the next doorway and into another long hall. At one end you'll see the double (locked) doors (you can go deal with that now, if you like). Otherwise, proceed through the door ahead.

Golden Scarab/Map of Tairon 7

Once inside, head over to the large desk and pick up the Map of Tairon. Also, in the corner, lays a mysterious Golden Scarab. Hmmmm….

Now board the elevator in the corner and head *down* to the Fore Cabin, and the underbelly of the Airship.

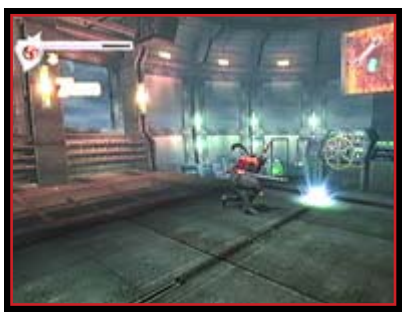
Make your way ahead, past the various consoles with their flashing lights and board another elevator around the bend (you'll be back for the locked door you pass on the way through).

CAUTION

After you exit the elevator, you'll be mugged by several guards with a very big bone to pick. Make sure that you're well-healed and ready for action the moment the car comes to a stop.

Heading down once more, you'll arrive in the arms of several gents who aren't the least bit happy to see Ryu. Draw your blade and leave no man standing. Beware, though, as soon as you dispatch one batch another may soon join the fray.

ID Card 8



After routing the band of brigands, you'll spot an ID Card on the ground that'll come in very handy. Collect that, then head through the doorway to the rear of the chamber.

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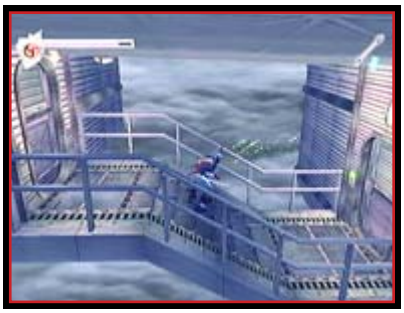
Life of the Gods 9

Inside you'll find a second Life of the Gods. Gather that up, then head back out, into the elevator, and head upward once more.

Remember that door you passed earlier (coming up on the left)? This time you'll want to head on through, thanks to that helpful ID Card. Once through, you'll have to dispatch a pair of interlopers.

Save Point 10

Proceeding down the stark, iron-wrought hallway, you'll pass through another door and come upon another Save Point. Record your progress for posterity.



Now proceed through the next doorway, out into the open air, then through another doorway to find yourself in the Middle Cabin.

Arrows 11

In case you need any (and you will, in a moment), there's a cache of arrows in a large chest immediately to Ryu's left when you enter the cavernous room.

Further along, you'll come across a series of crates. Do what you do best and cut them down to splinters and wood shavings to collect the valuable Essence contained within.

That done, in the corner you'll find a winch that needs a few good turns. Stand next to it and crank it with ⊗ to open up the large doorway just over yonder.

After just three cranks, you'll be attacked by three foes with nothing better to do than die. Take a break from your winding and unwind with some hairsplitting action.

Once they've been suitably dispatched, continue twisting the winch till it unfurls the large gate all the way and allows Ryu access.

From there, you'll want to take aim with your bow at the platform off and to the right where two gun-wielding troublemakers lay in wait.

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Once they've been defeated, jump up, grab the wire, and cross the gap. Oh, and *don't* look down….

Once across, make your way all the way around the bend and you'll come across another foe laying in wait. A few well-placed hits (or a nice Counter Attack) should send him plummeting to the earth below.

Yellow Essences 12

Continuing around the bend you'll eventually come upon a chest. Kick it open and claim three Yellow Essences, then make your way back.

As you're about to round the corner once more, note the ugly patch job on the window. Use your sword and force them to take advantage of their deductible.

Once inside, take your blade to all their fancy, Airship-powering gear and marvel as all the remaining locked doors suddenly become unlocked.

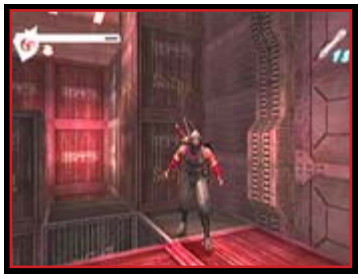
That bit of vandalism deftly executed, go back to the last Save Point you passed and, once more, record your progress.

TIP

On your way back to the Save Point, be sure to pause at the Middle Cabin and refill your supply of arrows.

Now, with your game once more saved, head up the stairwell nearby to find Ryu back on the Main Deck. From here, you can head back to the Shop for anything you might need (or want).

Now, a brief detour: Head back down the hallway, back to the Living Quarters where you first began this Chapter, all the way to the far end of the hallway to a door that was previously locked. Head on through.



In the rear of this warehouse you'll find a pair of helpful items. You'll have to mount the highest crate and leap toward the rear of the warehouse to get them. It can be a bit tricky, so just follow the images to get the right idea.

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Talisman of Rebirth/Golden Scarab 13

In the left rear corner you'll find a chest containing a Talisman of Rebirth. These are among the most valuable and useful items in the game.

After the Tailsman of Rebirth, before venturing to the opposite corner, you'll spy a Scarab in between some crates on the floor below. Look closely, as it's very easy to miss.

Yellow Essences 14

In the back right corner, you'll find four bursts of Yellow Essence. Once you have that in hand, make your way back to the Main Deck.

TIP

You may want to hit the Save Point again just so you don't have to redo any of the warehouse.

Now that you're back where you diverged, head through the double doors, then through the doorway at the opposite end of the hall.

Once through, you'll need to make your way up a stairway and into the gun-brandishing hands of a band of baddies. Use the Reverse Wind technique (hold L and press ● to make your way up safely) till you get within striking distance.

With those two down, engage the next pair on the ledge just above. Leap up and cut them to ribbons.

CAUTION

The close quarters in here can be deadly, so make sure you're making ample use of your block and Counter Attack techniques to carry the fight.

With two more notches added to your blade, you'll want to have Ryu climb the large metal box just off to one side, then do a Reverse Bird Flip to land on the catwalk above.

Golden Scarab 15

Up top, at the end of the way, you'll find a Golden Scarab. Swoop that bug up then drop back down to the level below.

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Great Spirit Elixir 16

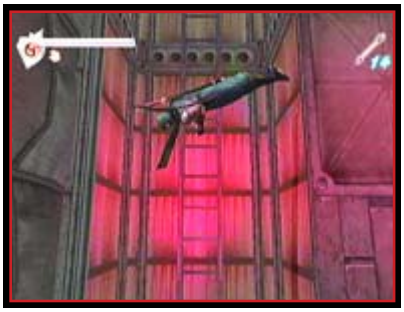
After crossing another catwalk, you'll find a chest at the end. Now claim a Great Spirit Elixir.

Pressing on to the next section of the Gas Compartment, use the short platform to the right to make your way to the next area. Unfortunately, there are also a few foes waiting for you at the other end, so approach carefully.

Save Point 17

With them out of the way, proceed to the rear, and around the corner. From here you'll need to clamber up another large box, then execute another Bird Flip to reach the next catwalk. Once on top of the catwalk, find a Save Point. Use it and log your progess.

Waiting at the opposite end of that catwalk, however, are two more gun and shockstick-wielding foes. Use the Reverse Wind to close the gap then rain liquid death on their crowns.



See that ladder? Don't go up it just yet, though. First you'll need to wall jump your way up the corridor and into a side passage.

In the corner of that alcove you'll find a lever. Grab hold and yank with ✕ to unlock the hatch barring Ryu's escape to the roof.

TIP

Head back to the Save Point and save once more to save yourself some time.

Now make your way back to the foot of the ladder and prepare for your toughest challenge yet.

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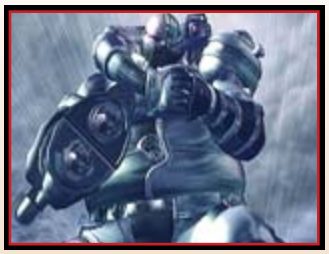
Boss Battle: Dynamo

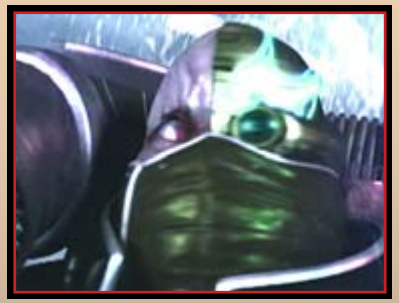


This guy is rough and ready to make Ryu's life a living, unadulterated hell. Whether it's his brutal hand-to-hand attacks or the discharges from his static gun, you'll have your hands full.

Dealing with this guy is a hit-and-run affair. The key is to get in close, deliver a few whacks with your sword (or Helmet Splitters via Ⓐ,Ⓨ) then retreat out of range of his vicious melee assault.

Just because he can't punch doesn't mean he still can't inflict serious harm. That gun of his, while easy to anticipate, can still be tricky if he catches you off rhythm. The key here is to dodge with the Reverse Wind technique at the very last minute before he fires.

If you're very, very skilled, it's possible to stay in tight, getting in a three hit combo (Ⓧ,Ⓧ,Ⓧ), then dodging before he can grab you and execute his shocking grasp attack—but *only* if you're very skilled!



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CHAPTER 4

IMPERIAL CITY INFILTRATION

Ryu has escaped from the crash of the Airship. Spread out before him is the city of Tairon, captial of the Vigoor Empire….

WALKTHROUGH

Save Point 1

Dropping into the capital, Ryu's first order of business is to visit the Save Point virtually staring him in the face. Then, he's off and running….

After he drops to the ground, a band of foes will rapidly set upon him. Draw your sword and cut them down where they stand.

Great Spirit Elixir 2

Continue down the road as it unfolds before Ryu, and make a sharp left just as you enter Twin Serpents Plaza. Head through the small doorway to grab an Elixir.

Now make your way through the only new opening available to Ryu to face three more foes barring your path into the next area.

Elixir of Spiritual Life 3

Upon entering the Military Gate zone, head immediately along the wall to the left and you'll spy a corpse. Examine it to obtain another Elixir of Spiritual Life.

Arrows 4

From there, journey over to the gate and pluck the arrows from the corpse laying there to add to your depleted supply.

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As you go to the other doorway exiting the area, several foes will ambush you from above. Show them how unwanted guests are treated.

Foes defeated, proceed through the circle-branded door, and into another alleyway as Ryu presses deeper into the city's bowels.

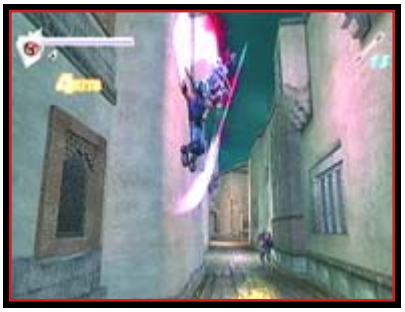
Just beyond the gateway lays another trio of interlopers. Invade their happy little roadblock.

Stone Tablet (Top) 5

Head straight ahead, following the road as it twists to the right (ignore the spur leading left for the time being), and before long you'll spot an item on the ground.

While you're staring at the portcullis before Ryu, head over and unlock it so that that's taken care of for future reference, then backtrack to that spur you passed not long ago.

On your way back through, you'll have to deal with a band of baddies once more. Slice and dice, then head down the road leading to the right.



Follow the alleyway as it bends to and fro, till you reach a ledge (you'll know you're at the spot when a Kunai Scroll wings its way in from off-screen).

Now draw your bow and slay the two snipers lying to the right and out of reach of Ryu's blade of vengeance. Strike the opportunists down with unerring accuracy.

Once they're pushing up daisies, walk Ryu over to where the Kunai Scroll appeared and keep walking right off the edge—Ryu will grab hold of the railing to avoid falling. From there, shimmy right.

Life of the Gods 6

Now hoist yourself up (press L+A) and crack open the chest tucked in this out-of-the-way alcove. Inside you'll find a handy treat.

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Life of the Gods 7

Head back to the Kunai Scroll and wall run, then jump into the first sniper's nest. Grab onto the rope and shimmy to the other side. Locate a chest containing yet another Life of the Gods.

Drop to the street below. Take note of the Lily Door to your left as you pass by (you'll be back here), then continue forward, with the stairwell to Ryu's right.

In a few seconds you'll come to another door—this one marked with two yellow orbs and a circle. Head on through to Clock Tower Plaza.

After entering the Plaza, head straight ahead, past the gate with the eye design (it should be to Ryu's right), and down to the right alleyway.

Elixir of Spiritual Life 8

Herein you'll find another corpse with an Elixir of Spiritual Life. Snap up your potion, then turn 'round (note the doorway across from the corpse) and head back toward, and past, the eye gate (this time to Ryu's left).

As you make your way past the eye gate, a Kunai Scroll will fly in. Read it, then make for the opening almost directly across from it, and up the stairs.

CAUTION

As you round the first bend heading up those stairs there's a squad of enemies laying in wait. This can be tricky due to the tight quarters, so be prepared.

Meeting up with a group of foes in the hallway, unleash your fury upon their unwitting hides, then continue up to the roof.

CAUTION

As you exit onto the roof, a fearsome band of cat creatures accost you. They are agile and strong, but a few well-placed Blade of Nirrti make short work of them.

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Spirit of the Devils 9

With that band of darksome foes dispatched, proceed to the corner and kick open the chest they so jealously appeared to guard, and claim your prize.

Shop 10

Now make your way back to the street below, and head right once you reach ground level. Continue forward and you'll come upon the main branch of Muramasa's retail empire.

NOTE

Make sure you have at least one weapon upgraded at this point; things are only going to get more challenging from here. You may also want to consider the Izuna Drop Technique Scroll and/or The Art of the Inferno. Finally, make sure you speak to Muramasa to turn in the Golden Scarabs you've found thus far to earn some extras. Four Scarabs net you the Counter Attack Scroll Technique.

Back on the street, make your way toward the door with five emeralds on it. As you reach it, however, you'll be assaulted from behind. Draw your blade and go do some damage.

Foes finished, pull the lever to the right of the door to unlock it. Then head on through to the other side.

In the shop, after you finish the foes by the door with the five emeralds on it you'll want to stop for the next Golden Scarab. As you enter the area, head directly to the left to a small alcove to find a fountain. Inside you'll spot a Golden Scarab shimmering just beneath the calm, cool, surface.

On the other side, a Kunai Scroll will zip in. Check it, then head down the pathway leading to the right till you come to the first, small, alleyway leading right (note the battered doorway on the left—you'll be back in due time).

From this alleyway, you'll need to perform a Flying Bird Flip to reach the ledge above. Once you're up there, make sure you're ready for a tough fight.

NOTE

To see what each number of Scarabs unlock, check out the Secrets section of this guide.

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As soon as you drop into the next area, a band of cat creatures ambush you. Keep moving, and use the Grand Cicada Slash to make short work of them.

Essence 11

In the corner of that area you'll find a chest laden with all manner of Essence. Might be a good time to start thinking how you will spend some of it at Muramasa's.

Proceed through the nearby gate, then head left down the alleyway. From there, follow the road to the right, and up a short flight of steps.

As you proceed into the fenced-in area, two more black ninja will accost you. Slice them to ribbons, then duck down the alleyway to the left.

In the seeming *cul-de-sac*, execute a series of Flying Bird Flips to reach the ledge nominally out of reach to continue on your way.

You'll quickly come upon a gap. Leap across it, Keep holding L to make sure Ryu catches the edge and hauls himself up.

At the next gap, perform a Wall Run on the blue lined area to the right to reach the opposite side without plummeting to the street below.

Suke's Diary 12

Continue along the path and you'll shortly come upon the corpse of another fallen ninja. Examine it to come up with some interesting information.

Golden Scarab 13

Just a few steps beyond Ryu's fallen comrade-in-arms, you'll find another Golden Scarab, itchin' to be claimed. Grab it, then onward you go.

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Ere long you'll find yourself on a terrace overlooking the Clock Tower Plaza. Pull the nearby level to unlock the eye gate.

Elixir of Spiritual Life 14

Before you leap to the ground below, kick open the chest located just to one side of the lever to claim another Elixir.

Back on the ground below, you can now proceed through the eye gate or hit Muramasa's Shop if you need anything. Be wary, however, of the guards lurking below.

Once through the gate, follow the street till it leads you straight into Han's Bar. From there, head over to the bulletin board to the right of the bouncer and read it.

Save Point 15

Before heading back to Muramasa's, run over to the Save Point just beyond the bulletin board to record your progress.

Golden Scarab 16

One more detour before going to Muramasa's: Pop down the alleyway leading off to the right (just across from the bar's doors) and you'll find a Golden Scarab.

NOTE

You'll also notice the Kunai Scroll that popped in mentioning a very powerful weapon. If you want to know more, go to the "Secrets" section.

Izuna Drop Technique Scroll 17

Now you'll want to make a run back to Muramasa's Shop. Buy something (doesn't matter what) then exit and he'll give you a ticket to get into Han's Bar. Turn in the remaining Scarabs and claim your reward, the Izuna Drop Technique Scroll.

On the way back to Han's, you'll be accosted by a swath of cat creatures. Lay waste to them, then go and make your scheduled appointment at the watering hole.

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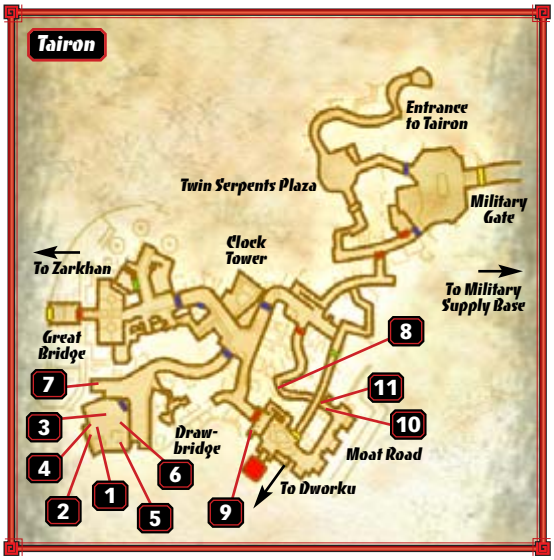
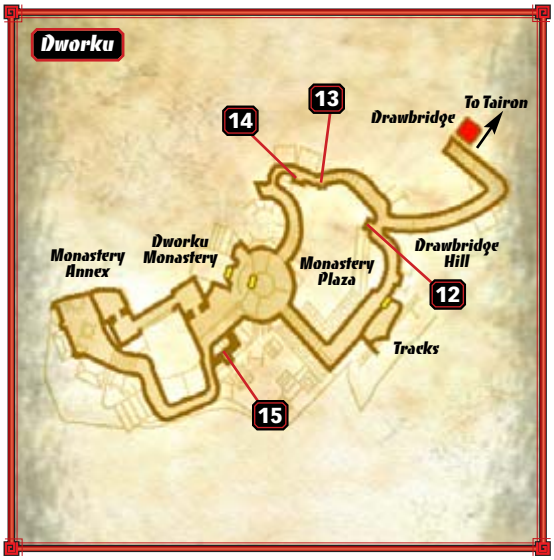
CHAPTER 5

THE CITY OF FIENDS

Tairon is full of mysteries: Strange creatures called Fiends and Rachel the Fiend Hunter. However, Ryu still has no clues to the whereabouts of Doku....





WALKTHROUGH

Lily Key 1

As the Chapter opens, a Kunai Scroll will greet Ryu. Explore its contents, then kick open the nearby chest to collect the Lily Key.

Save Point 2

Not far removed from the chest, you'll spot a Save Point. Take a moment to record your impressive progress thus far.

Elixir of Spiritual Life 3

Drop down the open hatch and make your way to the right, out a doorway and onto a spacious terrace to find another chest containing another goodie.

Map of Tairon 4

Just across the doorway from that chest lays a map to the sprawling city of Tairon. Tear it from the wall and add it to your growing atlas.

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Now make your way down the nearby stairwell, where you'll come upon a trio of gunmen waiting to usher you into the next life. Show them the door, then keep heading down.

Yellow Essence 5

As you exit the stairwell, you come upon yet another chest. This one also houses a cache of Yellow Essence. It's a welcome addition to Ryu's repertoire.

Continue onward down the hall flanked by short columns to Ryu's right, and you'll soon encounter three more foes. Show them the pointy end of your sword, then continue down the stairs.

NOTE

As you exit the stairwell, you'll spot an arcade machine. Wonder what that's for, hmmm? See the "Secrets" section for more info.

Map of Dworku 6

Continuing through the bar, you come upon the bar itself with a map resting on it. Collect the map, then head through the doors and out to the street. Once out on the street, Ryu is accosted by four armored infantry. Put them out of action, then continue down the street.

Save Point 7

Out on the street, hit the nearby Save Point to record all the progress you've made since entering Han's, then head back toward the eye gate (toward Muramasa's Shop, etc.).

Before reaching the gate, however, you'll need to wipe out a quartet of guards patrolling the street.

After passing through the eye gate, head straight ahead toward the gateway with the two yellow orbs on it and pass on through.

NOTE

You may want to stop by Han's and grab a few things since you're near it right now.

Hugging the right wall, follow along it until you spot the stairwell on the left, then head through the Lily Gate directly opposite it.

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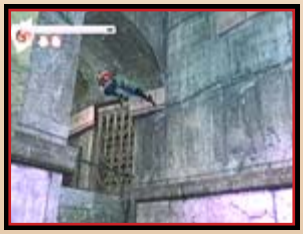
On the other side of the gate lay three guards just waiting for some "unauthorized" soul to stumble through. Show them your ID (a.k.a. your Dragon Blade), then follow the path onward (see sidebar).

Continuous Wall Running



Now you'll come to a dead end with a ledge above barred by a low-slung gate. From here you'll have to execute the Continuous Wall Run for the first time. Mount the wall to the right, leap to the oncoming wall, then leap once more to clear the gate. Practice, however, definitely makes perfect.

Life of the Gods 8

After clearing the low gate (sidebar), you'll spot a chest. Kick it open and claim another Life of the Gods to add to your burgeoning collection.

In short order, you'll reach the Moat Road and a band of onrushing cat creatures. After defeating them, continue down the road and around the corner and into the tunnel.

NOTE

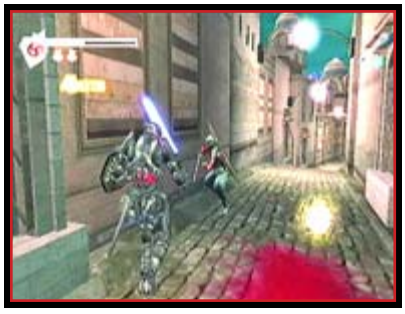
You'll pass a locked gate as you travel through the tunnel. Make a note cause you'll be back in the not-too-distant future.

Save Point 9

After emerging from the tunnel, you'll find a Save Point and a lever. Hit the lever to unlock the door (back to Clock Tower Plaza), then mosey over to the Save Point and record your progress.

Now head up the nearby stairwell and through the doorways above to face down a trio of gunmen. Slay them, then head through the doorway marked with a large blue gem.

On the other side you'll encounter three gents at the opposite end of the alleyway. Either Wall Run or use the Reverse Wind to close the gap and lay waste to them.



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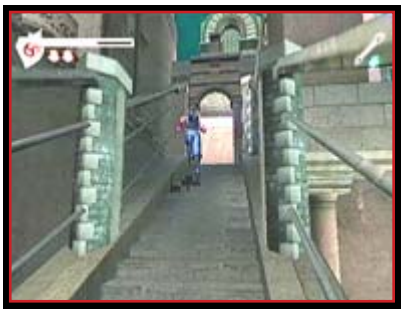
Key of Pegasus 10

Once they're dead, backtrack and hit the chest to collect the Key of Pegasus, then make your way across the path to the gap on the opposite side.

Golden Scarab 11

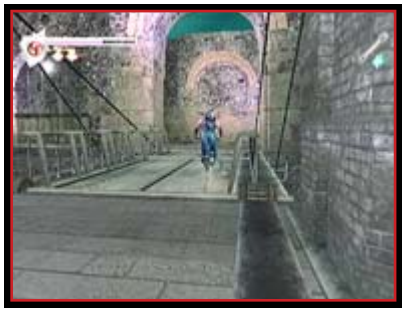
If you execute the Continuous Wall Run, you can reach a Golden Scarab ensconced in a nook. Once you have that, drop to the street below.

From here, proceed back to the Moat Road, laying waste to the three cat creatures that appear, then head back down the tunnel until you reach the locked gate. Pass through using the Pegasus Key and flip the lever to lower the drawbridge.



Now exit the tunnel, visit the Save Point once more, then back up the stairs to the Drawbridge Square to deal with another band of soldiers.

With the bridge lowered, the way ahead is clear. Jog across and enter Dworku Territory to continue on with your quest.



With Ryu in Dworku, follow the path as it leads up Drawbridge Hill and make your way toward a Save Point. Before reaching it, however, you'll have to lay waste to a band of black ninja.

Save Point/Gold Scarab 12

Now run over and record your progress. While you're there, gather the Gold Scarab to add to your growing colony of beetle-like artifacts.

CAUTION

Watch out if you load a game at this Save Point. Three black Ninja await you.

Golden Scarab 13

Game saved, head down the road leading to the right and, as you make your way along, keep an eye out for a small notch in the wall to Ryu's left. In one of them lays a Golden Scarab.

Life of the Gods 14

Not too much farther down (once more, on the left) you'll spot a chest. Kick it open and Ryu will recover another Life of the Gods.

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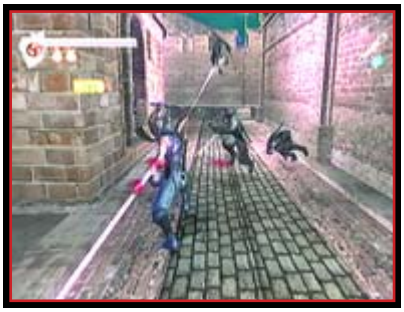
Continue down the path and enter Monastery Plaza. The gates will spring up, trapping Ryu. A group of soldiers will then make their presence known. You know what to do next....

After removing your antagonists, you'll find that the Monastery gate is locked. Continue on past the gate and down the path ahead.



Shortly after embarking down this newest alleyway, you'll be jumped by a band of black ninja from a nearby, smaller, alley. Cut them down, then venture down this gash in the building's surface.

Yellow Essence 15

Therein you find a chest, and within that find an extra large bundle of Yellow Essence, which comes in handy at the store in the near future.

After exiting the opposite end of that small alley, you are accosted by another group of black Ninja. Whittle them down to bone shavings and gristle, ever wary of their explosive darts, then continue on toward the Monastery Annex.

TIP

Feeling unlucky? Track back and save the game to avoid doing the Monastary Plaza again.

CAUTION

Just before passing through the area entering the Annex, be sure that Ryu is at full strength and ready for a slew of very nasty battles.

After entering the Monastery Clearing, you'll be set upon by a band of soldiers. Upon slaying three of them, the real trouble begins....

Interrupting your intimate encounter are several large, red, fiendish creatures. Immediately make your way to a wall (any wall will do) and continually execute Grand Cicada Slashes and Flying Swallow attacks till they're all dead. Utilizing any Ninpo you have can also be a good idea if the tide turns against Ryu. Perseverance will pay off: While it may not be the prettiest battle, it will eventually bear fruit.

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Boss Battle: Fiend Behemoth

This massive, ugly, twisted collection of tentacles and eyeballs is as dangerous at it looks, but Ryu is more than a match for this rubber-limbed Fiend and his cronies. Take care of the minions with one well-placed Blade of Nirrti attack, then move onto the beast.

Throughout this battle, keep Ryu in close to his foe at all times. While this may appear suicidal, it's the safest option available.

Once you're in close, the goal is to dismember the beast by cutting away its two tentacles. Accomplish this via unrelenting Helmet Splitters (Ⓐ,Ⓨ with Ⓛ in a neutral position) or Flying Swallows (Ⓐ,Ⓨ while pressing toward the critter). Three hits to each tentacle will destroy it.

Once it's mostly armless, move in and deliver the Blade of Nitri attack (Ⓧ,Ⓨ,Ⓧ,Ⓧ,Ⓧ,Ⓧ) till its tentacles return in Hydra-like fashion.

Gradually he'll spew globs of acidic material at Ryu. If you stay in close, however, you'll be immune to their caustic touch.

The process is fairly simple (in theory): Dismember, cut him to ribbons, repeat. Before long it'll be reduced to a shambling pile of goo.

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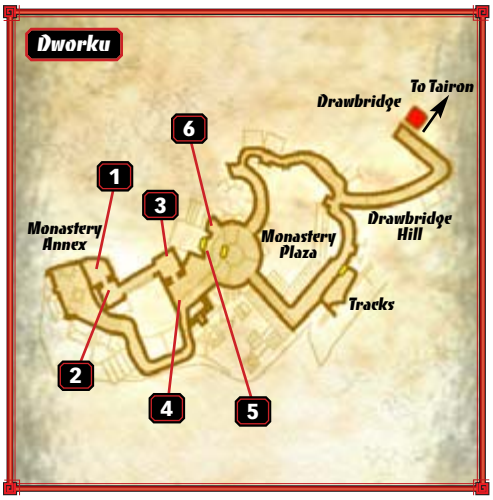
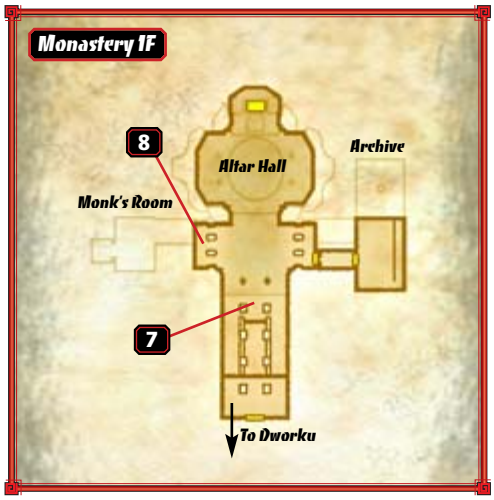
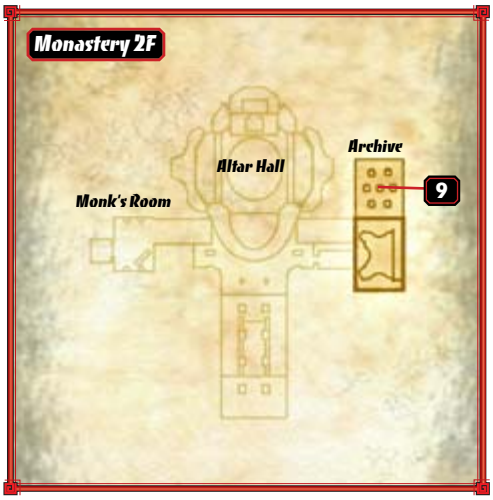
CHAPTER 6

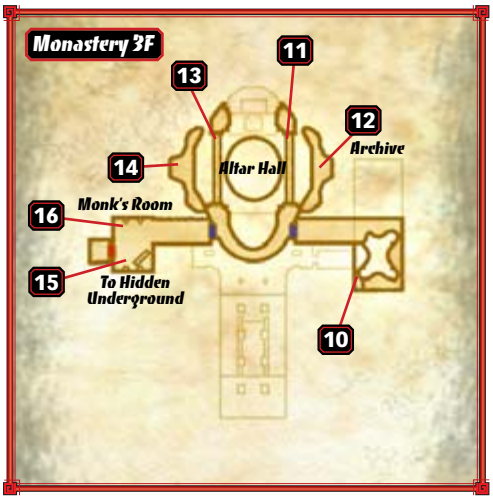
THE MONASTERY

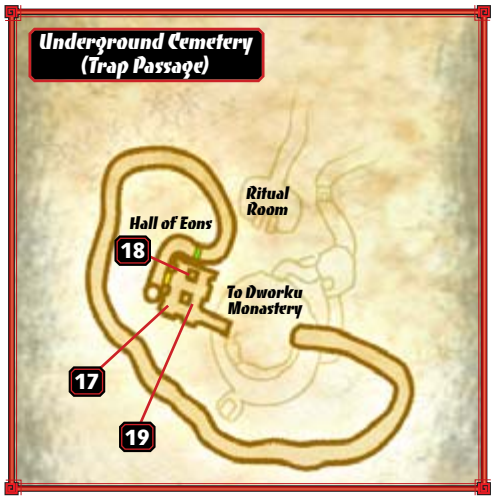
It is said that there is a secret path leading to the Palace of Zarkhan underneath the Dworku Monastery....

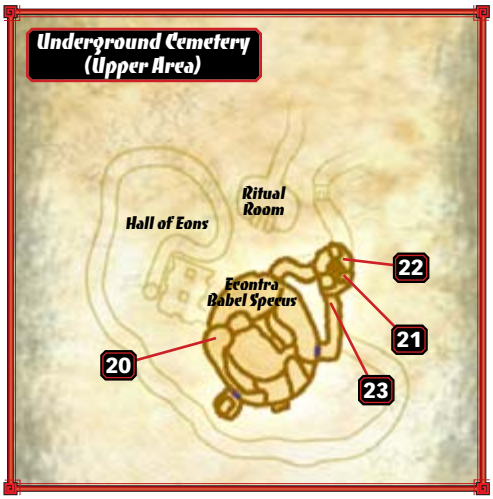


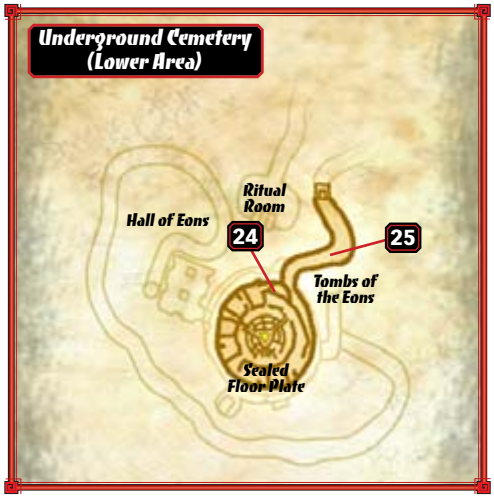












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WALKTHROUGH

Save Point/Bats/Life of the Gods 1

As the Monastery Chapter opens, you are confronted with the usual Save Point, as well as a pair of chests. The chest closest to the Save Point harbors bats; avoid it. The second chest has a Life of the Gods, which makes nine total. Gather it, then save your quest.

Great Spirit Elixir 2

Book keeping completed, make your way into the Monastery Annex and climb the stairs till Ryu stumbles across a chest directly in his path.

From there, proceed into the bat-choked hallway, hurling shurikens as you go to prune their blood-sucking wings, then head into the next room.

Shop 3

Drop straight through the wide-open floor and Ryu will virtually land on Muramasa's Shop. Head in and stock up on Elixirs and the like—it will be a while before you get another chance.

Yellow Essence 4

Proceeding out into the narrow courtyard, jog over and kick open the chest laying in plain view to gather up what resides inside.

Virtually the moment you get done pillaging the chest, you'll face down a quintet of demonic cat creatures. Stand your guard and show them that you won't back down.

Monastery Map 5

After dispatching those monstrosities, you'll find a ninja that, apparently, didn't fare nearly as well as Ryu against the beasts. In his hand you'll find a new map.

Save Point 6

Prior to proceeding into the Monastery, be sure to hit the Save Point flanking the right side of the entrance to record your progress.

Life of the Gods 7

Upon entering, head up one of the two flights of stairs flanking either wall, then hit up the chest at the very top, located between them.

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Life of the Gods 8

Within the Altar Hall, just to the left, lays an alcove containing another chest. Gather the Smoke Bomb within, then make your way to the doorway directly opposite the chest.

Continuing down the hall, enter another door and Ryu finds himself in the archive…beset upon by his most formidable foe to date, Fiend Ryu. With all the powers and abilites of Ryu (plus a few Ryu doesn't have yet), he is one mean foe. Thankfully, the Izuna Drop does serious damage to him, so stick and move (R+Y) and bid his corpse farewell.

CAUTION

If Fiend Ryu launches a Ninpo attack, you have only two choices to avoid death: dodge, or fire off a Ninpo of your own to counteract his.

NOTE

The Archive is riddled with books. While you do not need them, they make for some interesting reading and fill in much of the game's back-story.

Elixir of Spiritual Life/Tablet/ Golden Scarab/Incendiary Shuriken/Armlet of Potency 9

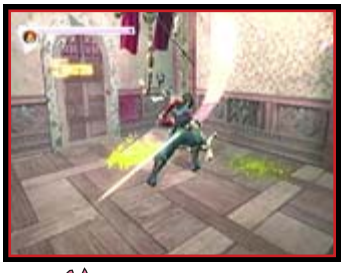
Heading up the stairs, you find the Armlet of Potency lying on the floor, and a room containing several necessary items. Shatter the lovely glass display cases to collect all the trinkets contained therein.

Now make your way to the back right corner of the Archive and execute a Flying Bird Jump to reach the balcony above.

Golden Scarab 10

After landing on the ledge you'll spot a Golden Scarab. Add that to your pack, then arm your Incendiary Shurikens and head around the corner.

Using those explosive trinkets, finish the job someone else started and bring that fractured wall crashing down, allowing Ryu access to the room beyond.



In the antechamber beyond, you have to destroy more cat creatures and a monk fiend. Once they're dispatched, head through the doorway.

NOTE

The Archive is riddled with books. While you do not need them, they make for some interesting reading and fill in much of the game's back-story.

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Great Spirit Elixir 11

Overlooking the Altar Room, turn Ryu to the right and have him, carefully, pick his way across the support beam directly ahead to open the chest.

Elixir of Spiritual Life 12

Now leap over the chest and jump to the right to reach another chest. Be careful—if you miss, it's a long walk back up.

CAUTION

If you fall to the floor below, a pair of very aggressive (and much more dangerous) scythe-swingers will immediately attack you. Make sure you kill them or they'll menace Ryu when he returns to the balcony above.

Great Devil Elixir 13

Once more, carefully leap to the right to make your way back toward the doorway that leads into the Altar Room. From there, head across the narrow eve, and make your way across the other beam to another chest.

Golden Scarab 14

And, finally, leap up behind that chest over to the left to claim a Golden Scarab, then complete the set of tricky jumps by returning to the narrow ledge to the left.

Items in hand, proceed through the leftmost door and into the Monk's Room beyond to continue on Ryu's quest for vengeance.

Once inside, make your way over to the large desk dominating one corner. Peruse it to pick up some interesting info, paying special attention to the passages in *green*.

Raptor, Deity of Sentiment 15

Just to the right of the desk is a small statue on a pedestal. Grab it, then head over to the small safe to the right of the large, gated, passageway leading straight down.

CAUTION

Upon completing the next puzzle, Ryu will be attacked by a small mob of scythe-wielders and hook-handed Fiends. Be prepared.

Book of Eons 16

The trick with the safe is to enter the 27 and 12 (from the book) by turning the dial left, right, right, left. So, to get to '2', click L twice (then press X); then R four times (then press X); then R six times (then press X); then L once (then press X). That'll net you the Book of Eons.

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As soon as you have the Book, you'll be set upon by a small army of foes. Work your lethal charm and thin the pack with your razor-sharp blade.

Now exit the Monk's Room via the door you entered, and leap to the floor of the Altar Room below. Once there, approach the altar and place the Book of Eons upon it.

NOTE

If you still have your Incendiary Shurikens equipped, be sure to swap them for standard Shurikens before proceeding.

A secret passage leading down into the dark deeps of the earth will be revealed. Prepare yourself for the trials ahead and plunge into the unknown.

Golden Scarab 17

In the chamber below Ryu will be set upon by a swarm of bats. Cut them from the sky with a volley of Shurikens, then grab the nearby Golden Scarab.

Save Point/Map of the Underground Cemetery 18

Just across from the Golden Scarab lays a Save Point and, to the right of that, a chest containing a map. Save your game, grab the map, then turn around to find a…

Incendiary Shuriken 19

…corpse holding a weapon it must have been wielding prior to succumbing to the swarm of bats.

Proceeding into the next chamber, you'll spot a giant stone head lodged in one corner. Not surprisingly, this does not bode well for Ryu.

Shortly you'll find a wall you'll need to break down with Incendiary Shurikens. Whip one out and watch the wall crumble, then be prepared for ten tons of trouble.

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Boulder Dash

Before proceeding too far down the hall, the view will change to one with Ryu looking toward you. From here, you'll have to control Ryu as he runs into the camera as the boulder gives unrelenting chase towards a series of nail beds and tumbling columns.

The first bed you can clear with a simple jump, so take it in stride and keep running like mad (do not let up on L at any point in your run).

The second bed of nails requires a Wall Run to clear, so be sure to mount the wall to the left to avoid being skewered.

The third, like the first, bed of nails can be cleared via a solid jump, so keep plowing forward with the boulder, thankfully, out of sight (for now).

You can also clear the fourth bed with nothing more than a well-timed jump but, once you clear it, start hugging the wall to the left.

In a few scant steps, a column will come crashing from Ryu's right, but you'll be safe as long as you're to the left. That column cleared, make your way to the right side of the tunnel.

From there, a column will then drop from the left but, again, you'll be safe as long as you're to the right. After clearing that one, move back to the left.

Once more a column will intrude from the right. You'll be fine provided you stayed to the left and managed to slip underneath.

Sticking to the left wall, you'll need to perform a Wall Run at the upcoming bed of nails to clear it safely. Don't breathe yet, though.

Another bed of nails will come up fast. A simple jump will see Ryu safely over that treacherous trap, but make sure you keep on running!

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Boulder Dash (cont'd)

Don't be fooled by the next spike bed! You'll spot a depression in the ground before you can see that the spikes are further down than they'd have you believe. Time it right and Wall Run past the next bed.

One final bed of nails and you're virtually home free. Be sure to Wall Run to avoid it, then one final spurt of speed will see you to (relative) safety. Congrats! You made it!

As Ryu wings his way around the bar, his heart slowly recovering from a brisk run, send him leaping forward to the plateau just ahead.

Save Point/Great Spirit Elixir 20

Safely on solid ground once more, record your progress and raid the nearby chest for a large-sized Elixir.

TIP

Now would be a good time to switch back to your standard Shurikens if you haven't already done so.

Game saved, proceed down the pathway toward parts unknown, shattering the bodies of the bats as you go with volleys of stinging death.

After destroying that flock of pests, mount the bar in the gap, and swing and leap to the next rock formation just ahead of Ryu.

From there, turn left and hop to the small platform ahead, then start making your way down the path once more, ever deeper into the earth.

Making your way around the huge skeletal talon in your path, head into the doorway and down the hole.

Head through the gate barring Ryu's path where he'll have to contend with a quartet of hooked-horrors patrolling the area looking for a free meal.

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Foes dispatched, head down to the next gated passageway and move on through, descending the steps toward some freakish looking flying creatures.

Without getting too close, draw your bow and shoot those mutants from the sky, one-by-one, until the way is clear (and, more importantly, safe). If you're out of arrows, Shurikens will suffice.

TIP

If you strike them in their eye, you'll destroy the pesky things with one shot, so take careful aim to conserve ammo.

With that batch out of the way (mind you, there may be more lurking below) leap out to the rocky outcropping just ahead, then make for the next one over.

Life of the Gods 21

On that next ledge you'll find a chest containing a Life of the Gods. Add that to your precious collection of blue spheres, then do an about face and note the glistening object in the distance.

NOTE

You can hold off on collecting the following object until you head back this way or do it now—the choice is yours.

Golden Scarab 22

Leap to the ledge to the left (don't do a Wall Run), then leap to the alcove containing a Golden Scarab to add to your shiny cache.

Save Point 23

Once you reach the bottom, embark down the next passage heading still lower and you'll enter another chamber with a Save Point sitting quietly nearby.

From there, continue down the path until you come upon a swarm of bats. Swat them, then pick your way across the platforms dealing with the flying rodents as you go.

Upon reaching the floor of the chamber (with the giant chains mounted to the base), you'll meet up with six hook-handed Fiends. Draw your blade and send their souls packing to the next world.

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Golden Scarab 24

Blade slick with the blood of your foes, proceed down the next passageway into a crypt of sorts. Along the right wall, you'll soon spot a Golden Scarab.

Once you've entered the Tomb proper, you'll encounter a swarm of bats guarding a ladder leading down into the earth. Grind them into paste, then head down the hole.

At the bottom of the passage you'll encounter still more bats. House them, then continue on your way down the passage.

Vigoorian Flail 25

As you round the bend, you'll come upon a chest. Kick it open to retrieve the Vigoorian Flail.

Heading into the next chamber, you'll spot a giant metal button. Execute a Helmet Splitter to send this giant elevator down, but be ready to fight!

As soon as the platform begins its descent, a group of Fiends will assault Ryu. Show them what a true ninja thinks of unwanted surprises.

Yellow Essence 26

Once the floor touches down, head out the metal doorway embedded in the wall and make your way to the right to find a chest. Crack it open and receive a bundle of Yellow Essence.

Head down the passage till you reach another door. Prepare yourself, then head on through to the other side.

CAUTION

The next few sequences are incredibly rough, so be sure your magic is fully equipped and your health is completely replenished before stepping across the threshold.

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The House of Pain (Ritual Room)

Inside the Ritual Room you'll immediately be confronted by a veritable swarm of those one-eyed Fiends you fought not long ago. The easiest way to deal with them is to continually perform Flying Swallow attacks till they're destroyed and, whatever you do, do do not stop moving.

Now you'll exchange flying horrors for undead monstrosities. First things first: Focus your attacks on slaying the archers found in each corner.

With the arrow-wielding critters dead, your options are pretty much open. The key here is to never stop moving while combating these beasts.

NOTE

If you want, give the Vigoorian Flail a crack with these monsters. But be wary—once you enter into a long chain of attacks with it, you'll be very vulnerable to counter-attack.

They may be slow, but if they catch you with the battleaxe or morning star, you'll know it. Make sure to carefully watch their movements as you flit about delivering (re)death and destruction.

As usual, the Flying Swallow and Helmet Splitter are effective strategies for dealing with these horrors. Also, if you feel you can handle it, the Fang of the Wolf (X,X,Y,Y) can be an effective combo.

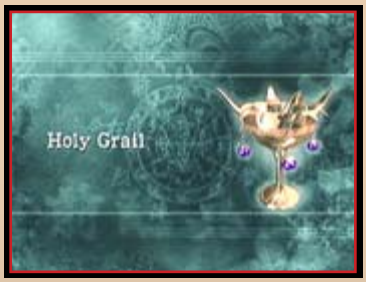
NOTE

The Guillotine Throw and Blade of Nirrti have little-to-no effect on these creatures, so save them for another day.

Another good strategy is to weaken several enemies (via decapitation and dismemberment), then use your charge attack (hold Y till you power up) to destroy several opponents at once.

TIP

If one of these hungry critters pins Ryu down and starts biting him, pound on X and Y till it lets him back up.



When the last foe finally falls, gather up the Holy Grail and head out into the hall...to deal with still more zombies.

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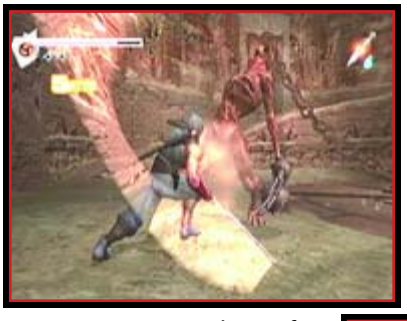
Once back in the hall, another large mob of those undead warriors will confront you. Again, you want to slay the archers at either end of the chamber before tackling the rest of the swarm.

NOTE

You do* not *have to destroy the entire mob before proceeding into the next chamber. So if you're not interested in collecting their Essence, move on. Conversely, you can keep returning to that chamber and killing them over and over if you prefer.

Back in the rotating platform in the elevator chamber, smash the button once more to send the disc skyward. On your way up, though, you'll be accosted by more monsters and, if you let them, they'll interrupt your ascent.

Making your way off the platform when it comes to a halt, head down the hall, slay the bats, and clamber up the ladder leading back to the world above.



When you return to the Econtra Babel Specus (EBS), annihilate the dead ones waiting for you, then cautiously continue your ascent.

As you move up and out of the EBS, you'll come across numerous skeletal archers along the way. Stand back and use your arrows or, better yet, Incendiary Shurikens, to destroy them before attempting to pass.

Once you reach the top, save your game, then head down the passage leading to the left to continue your rapid climb out.

The next room up from the Save Point (with the trisected metal plate in the floor) requires a series of Flying Bird Leaps to exit. Head up the narrow rock chimney then leap from the alcove to the platform.

From that platform, you'll need to execute another Flying Bird Leap off the left wall. Make sure you wait a split-second before jumping from the wall or you'll fall to the ground below.

Leap to the next passageway heading up, then execute a vertical Wall Run to catch the top of the ledge, allowing Ryu to haul himself up.

Head through the gated entrance, then over to the altar sandwiched between both gates. Make sure you're ready before pressing ⊗.

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Skeletal Dragon Fiend

You didn't really think that it was going to stay, did you? This enormous horror is almost as deadly as it looks, so be on your guard.

The key to defeating this monstrosity lays in hacking off each of its limbs by way of its clawed hands. He'll set a paw down in Ryu's vicinity and you'll need to hack away at it.

You'll have to watch for the incoming bone shards that he fires at you from his spine. These can be blocked, but they'll knock Ryu away from his intended target.

Any time he withdraws one of his claws, it's a good bet he's going to launch an assault. One of these is a swipe with his mighty hand, either vertically or horizontally. Simply step back to avoid either of these.

Another attack comes in the form of his tail sweeping across Ryu's location. You'll have to vault his tail *twice* as he always makes two passes with it, so be on your toes.

By far his most vicious attack is his bite (which is much worse than his bark). You'll know it's coming when he rears his head back, pauses, then strikes like lightning. As soon as his head pulls back, run either to the left or the right, out of the view of the camera and keep holding ◀L or L▶ until he retracts.

You'll have to hack off all four of his limbs to claim victory and send this fearsome monster back to the boneyard…permanently.

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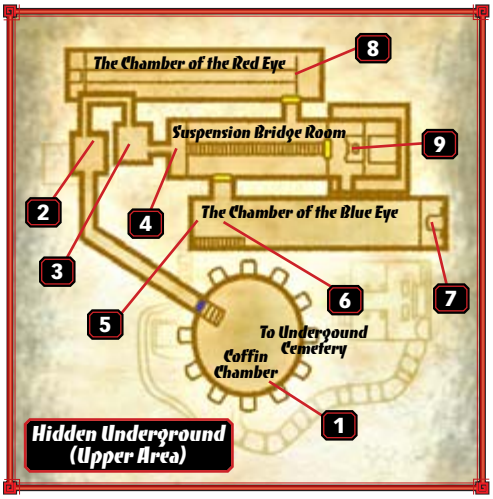
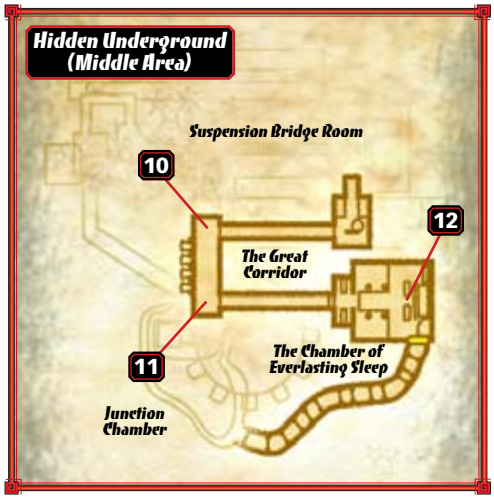
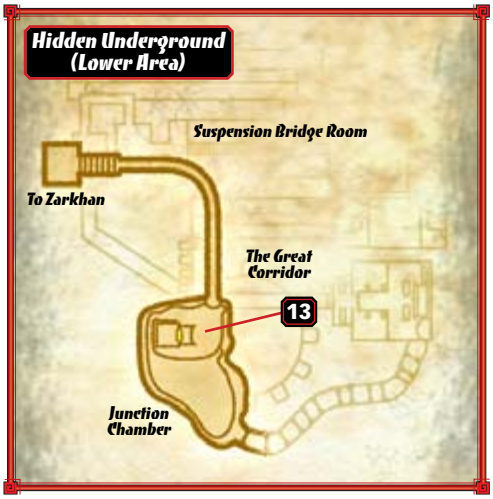
CHAPTER 7

HIDDEN UNDERGROUND

A dark underground world, leading deeper and deeper. Does the path to Zarkhan truly exist?







WALKTHROUGH

Life of the Thousand Gods

As the Chapter begins, you'll spot an item laying on the ground. Grab it and use it immediately to increase your life bar.

From there, head back through the gate on the left, and head back down to the room that formerly contained the great chained lid.

Save Point

Save your game once more as you enter into the large cavern and come across a place to record your journey—it wouldn't do to have to go back and redo that entire last sequence.

Now make your way all the way down to the bottom, till Ryu finds himself among the carcass of the monstrosity he had just slain, down in the Coffin Chamber.

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Golden Scarab 1

At the very bottom, if you check one of the slots lining the wall, you'll find a Golden Scarab tucked neatly away.

Now you'll want to make your way to the door with the Egyptian-style eye marking it. Once through, you'll immediately be accosted by your undead friends.

You can slay them all or, if you prefer, Ryu can simply rush by them and head on into the next chamber—just be sure to watch your back.

Shop 2

Therein you'll find a Shop and good ol' Muramasa. Speak to him to divest yourself of your accrued Scarabs, then upgrade your weapons and/or purchase any supplies you might require.

Save Point/Map of the Hidden Underground 3

A trip into the next chamber along the way will reveal another Save Point as well as a chest. Crack open the chest, then record your progress thus far.

Life of the Gods/Golden Scarab 4

The next chamber will reveal a long suspension bridge. Before taking another step, look to the left to find another chest to the left and a Golden Scarab to the right.

TIP

If you have a multiple of five in Golden Scarabs, head back to Muramasa's Shop to redeem them for an item before moving on.

Now, instead of heading across the bridge, drop into the pit below (this will make life easier later on).

Once in the pit, you can fight with the undead and their friends, or proceed through the *blue*-marked door for your next challenge.

Arrows 5

Once inside the Chamber of the Blue Eye, head over and slay the archer, then hit the nearby body to load up on arrows (if you need them).

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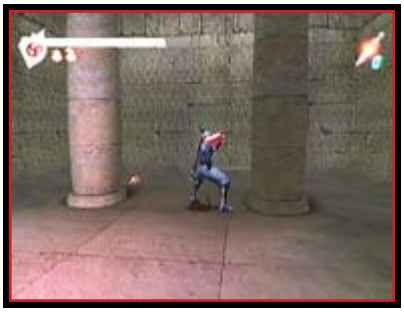
Yellow Essence 6

Quiver full, drop into the pit below, right on top of a chest. Kick that open and gather up the bundle of Yellow Essence, then head toward the far end of the chamber.

Bob and weave between the pillars to take cover from incoming arrows launched by undead from the opposite end of the hall.

Golden Scarab 7



Beneath the balcony housing the archers, you'll find a Golden Scarab. Collect that, then stand in front of the nearest broken column (on the side facing the archers).

Draw your bow and destroy the archers from your safe spot. Once they're dispatched, head back to the other end of the chamber, and up the stairs.

Once you reach the top of the stairs, line up Ryu with the small piece of slate jutting out from the ledge.

Arm your bow and take aim at the glowing eye on the wall to his right. Once you strike this eye, a path will appear just in front of that piece of slate.

The path exists only for a limited time, so make a mad dash (minding the spiked pendulums) along the path to the other end of the room.

NOTE

If you're a good shot with the bow, you slow down pendulums by striking their eyes, but it isn't worth the headache.

You cannot fall off the path, so as long as Ryu isn't struck, he's clear to proceed—just mind the clock!

TIP

It's best if you head past the first pendulum with it to Ryu's left as it will allow you to pass the second pendulum with a bit more time to spare.

You'll have to jump over a gap after the second pendulum, and you can fall from here (if you miss your leap), so watch your step.

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NOTE

If you fall off, you'll have to wait for the bridge to expire before re-trying—you cannot reset the bridge by firing another arrow at the eye.

On the way past the final (fourth) pendulum, you'll need to execute a Wall Run to get over the gap and to the opposite side.

Once across, step up and hit ⊗ to activate the blue eye mounted on the wall, then replenish your arrows and head back into the Suspension Bridge Room.

From there, slay the beasties or proceed to the opposite end of the pit and head through the *red*-marked door.

Head left and into the gulley, then make a run down to the opposite end, using the pillars for cover.

At the last column, stop, arm your bow, and take out the two archers lurking just above Ryu's head. From there, turn 'round and head back.

Now, if you position yourself two blocks ahead of the final pillar and look up, you can nail the third archer with careful aiming.

Life of the Gods/Great Spirit Elixir 8

Enemies dead, head to the end of the chamber and kick open the chest to claim another Life of the Gods. From there, head back up the stairs and kick open the other chest as well.

Time to run the gauntlet. Now you'll need to make your way across a nasty looking path back to the other end of the room.

The first part is easy: Just time it so you move past the pendulum, then leap over the first (retracted at the moment) bed of nails.

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The next part requires waiting for the pendulum to swing out of the way, then a quick leap over the bed will find Ryu safe.

The final leg is a bit tricky. If you have an arrow left, you'll want to use it to slow down the middle pendulum. Wait until its swings clear, then make your final two fast jumps to the end.

Barring that, you'll have to move like lightning just after the second pendulum swings clear, you'll need to edge by the first pendulum just to the left or right, off-center, and make a mad dash.

Once you're across, step up and press the red eye, then head for the exit back to the Suspension Bridge Room and through the un-barred doorway to fight that tentacled thing from earlier in the game.

Same rules apply this time around as last: Helmet Splitters and Flying Swallow attacks while staying up very *close* to it.

When its arms are gone, step up and execute the Blade of Nirrti (X, Y, X, X, X, X), Blade of the Dragon's Tail (X, X, Y, Y, Y), or Fang of the Wolf (X, X, Y, Y). Repeat this process till it's dead.

Once he's no more, collect and use the Lives of the Thousand Gods, then head back into the previous chamber.

From there, avail yourself of one of the two new stone columns, and execute Flying Bird Jumps till you reach the top.

TIP

Now would be a good time to head back to Muramasa's for more elixir (load up, you'll need it soon), as well as dropping off accrued Scarabs and perhaps even weapon powering up.

Jewel of the Demon Seal 9

Grab the Jewel of the Demon Seal sitting upon its throne before exiting through the doorway to the left of the large statue dominating the chamber.

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Save Point 10

Avail yourself of the Save Point in the next chamber over before progressing further in your quest. From there, peer down the ramp at the archers waiting below.

If you have sufficient arrows (you can go back to the blue eye chamber to collect some), blast those critters from the top of the slope. Otherwise, make a mad, Wall Run, dash at them (and their friends at the bottom).

The Art of the Ice Storm 11

After taking out the garbage (or during, even) run to the opposite end of the chamber and collect the scroll hidden there. Equip it and frost your opponents.

A gaggle of Phantom Fish are located downward and in a small antechamber flanked by two ceremonial guardian dogs (they won't attack).

CAUTION

Don't underestimate the Ghost Pirhanna's size. All it takes is one to grab hold of Ryu, then a multitude more will join in and quickly sap his health!

Upon entering the Chamber of Everlasting Sleep, head to the left but do not go down the stairs. Instead, make your way around the pillars and to the edge, facing the sarcophagus.

Execute a Wall Run along the left wall, then leap into the left corner. Ryu will alight on a stone slab that will retract into the floor.

NOTE

If you touch the floor of the chamber and the sarcophagus slides out of reach, use the pressure plate that lays to the right of the chamber's entrance to reset it.

Wolf, Deity of Wisdom/Bone Key 12

Carefully pick your way around to the front of the sarcophagus and examine its contents…twice. You'll acquire a statue and a key (which might look familiar).

Now proceed over to the door with the skull emblazoned upon it and pass through to the corridor beyond. Deal with a myriad of Phantom Fish as you go. Take it slow and don't let a single one attach itself to you.

Golden Scarab 13

In the next chamber you'll find a Golden Scarab sitting on the floor. Paddle down and snap it up, then make for the flooded passage way below.

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Carefully (but quickly) swim through the tunnel to emerge at the other end and a Save Point and a non-functioning platform. Save your game, then head back to the previous chamber.

Once back in the main chamber, swim over to the cage, hit Ⓧ and get inside. This will carry you up and out of the catacombs.

After emerging from the elevator (in the Monk's Room, no less) Ryu immediately is set upon by a trio of cat creatures. Wipe the floor with them, then head through the door. Look back at the book, then the chest. The book tells you how to get Life of the Gods (Ⓐ, Ⓨ, Ⓐ, BACK). (Press Ⓡ, Ⓛ, Ⓡ, Ⓛ).

Before descending to the floor below, make sure you are completely powered up: fully healed, magic readied, and preferred weapon selected.

NOTE

Feeling strong and want to try the first Fiend Challenge in the Archives? Head to the Secrets section at the end of this guide for details on every Fiend Challenge.

Boss Battle: Alma, Greater Fiend

This wicked, inhuman, creature is what remains of Rachel's twin sister. And since Rachel isn't around, it's up to Ryu to put her out of her misery.

The first blow is a freebie for Ryu: Execute a Flying Swallow, then hack away at her with the Crimson Slash (Ⓧ,Ⓧ,Ⓧ), then hit her with a Blade of Nirrti attack while she's down. Now, cut and run ASAP.

Too close...

Too far...

Alma requires very precise tactics to successfully engage with minimal loss of health. Find the spot from which she won't use her long distance attacks, nor her ultra-devastating close-range blows. Too close. Too far. That's the spot!

That's the spot!

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Boss Battle: Alma, Greater Fiend (cont'd)

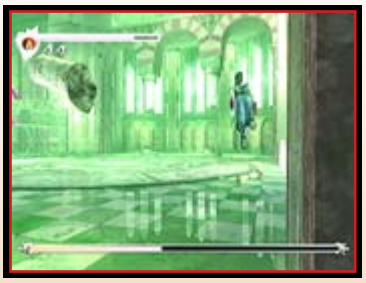
Dodge her incoming air assault, ever wary of her two minions on the ground, and hit her with a Flying Swallow anytime the chance arises. When she's down on the ground, recovering from your air-based assault, hit her with a full Blade of Nirrti. Patience and quick reflexes are your keys to victory.

CAUTION

Anytime you use a Flying Swallow attack, make sure to jump away as soon as you land! Failing to do so leaves you open to a lethal Alma diving counterattack.

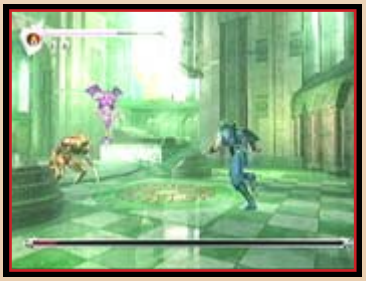
NOTE

For more advanced players it is possible to get in longer combos against Alma, but the timing requirements are much more stringent. If you're not up to it, play it safe with the standard method.

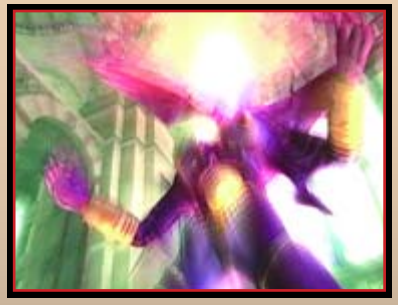


Dodging her missile attacks (column throw; energy blasts) requires last-minute dodges left and right. Also keep in mind that there's always more than one missile coming, so be ready to immediately dodge again.

If you get caught in her grip, there's nothing else to do but watch as Ryu takes his licks. This attack is extremely devastating, and the most likely time she employs it is when a player tries to get too many hits in on her.



And never forget: **Keep Moving**!



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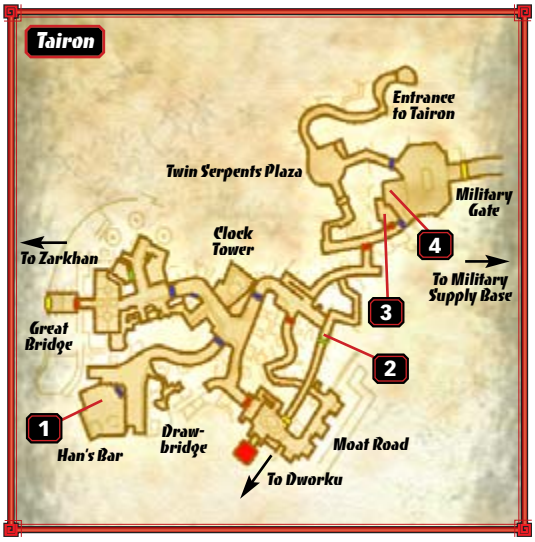
CHAPTER 8

TAIRON UNDER ALERT

The battle with Rachel's sister, the Greater Fiend Alma, ended without a victor. However, the aftermath of the battle has caused the Vigoor Army to be deployed....



WALKTHROUGH

War Hammer 1

First off, turn right around and head back into the Monastery to collect Rachel's unwillingly discarded weapon. You can find it in the back left corner of the Altar Room.

NOTE

You might want to take a quick run over to Muramasa's Shop after exiting the Monastery. Just run over to the right and go in the other Annex entrance.

Upon exiting, head over and save the game at the Save Point, then head out the front gates of the Monastery and back down to the Draw Bridge.

As soon as you exit the Monastery grounds, head to the far left corner to deal with a group of army goons as they appear from the buildings above.

Afterwards, head up the stairs, making your way back to the Draw Bridge. Along the way, you'll run into various contingents of army soldiers. Sharpen your blade on their body armor as you go.

Stop at the Save Point at the top of Draw Bridge Hill, then head on down to the bridge.

Upon reaching the bridge, make sure you're ready to fight, as things are going to get very intense as soon as Ryu steps foot on the opposite side. When you're sure, flip the lever.

CAUTION

Of paramount importance in this sequence are the RPG (Rocket Propelled Grenade) soldiers. Whatever you do, they need to go down first. The gunfire from the other soldiers and APC (Armored Personnel Carriers) is a trifle in comparison.

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As soon as you get over the bridge, make a beeline for the rear of the first APC on the right. From here you'll want to destroy the RPG-toting soldiers as they exit.

If you don't want to deal with the soldiers, however, head immediately through the doorway behind the APC and onto the next street.

Once there you'll need to quickly neutralize the RPG solider at the opposite end of the street. Using the Wall Run to close the gap fast and bring your blade down harshly.

Army troopers dead, equip the War Hammer and bring down the wall they were attempting to guard.

Great Spirit Elixir 2

Just beyond the now-shattered wall lays a chest. Deliver a swift kick to force it open and claim the extra-large Elixir contained inside.

Afterwards, follow the path as it leads Ryu along until he reaches a portcullis. Activate it to pass through, then head down the path to the right.

Taking the first left, you'll have to climb a small hill while weathering enemy gunfire. At the top of the hill, head right and toward the fenced-in areas.

Golden Scarab/Life of the Gods/Shop 3

Now that you have the Bone Key, you can unlock the gate to the left. Use it, then pass through and grab the Golden Scarab. Crack open the chest, then visit Muramasa (be sure to purchase at least four Incendiary Shurikens).

Those items in hand, head back out through the gate, then hang a left to emerge in at the Military Gate. Be ready to fight (arm those Incendiary Shurikens).

As soon as you emerge in the yard, rush in and toss two Incendiary Shurikens each at the gun turrets to render them inoperable.

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With the turrets destroyed, a gunship will come in to menace Ryu. There isn't anything you can do about it now, so just run and dodge its incoming rockets and machine gun fire until it grows bored and flies away.

After the chopper takes flight, a guard in the building opposite the gate will start taking rocket shots at Ryu. Arm your bow and take him out (get some arrows from the corpse if you need them).

NOTE

After killing the guard, hit the corpse once more for another bundle of arrows.

Once he's dead, head back through the gate to the left and fend off three soldiers, then duck through the skull-emblazoned door once more.

From the back left corner you'll spot a ledge of sorts. Execute a Flying Bird Jump to clamber atop it, then repeat to enter the building from above.

Right before Strong Bow, before heading inside, you may want to take a quick look behind Ryu to spot another Golden Scarab. Execute a Continuous Wall Run to claim that shiny bauble.]

Strong Bow 4

You'll find two things at the end of the hallway: a window overlooking the base and a new weapon. Exchange your current bow for it.

Make your way to the window, arm your new bow, and take aim at the switch located directly across the way from the window.

With the gate now opened, exit the building and make your way back around and down to the gate, then head on through.

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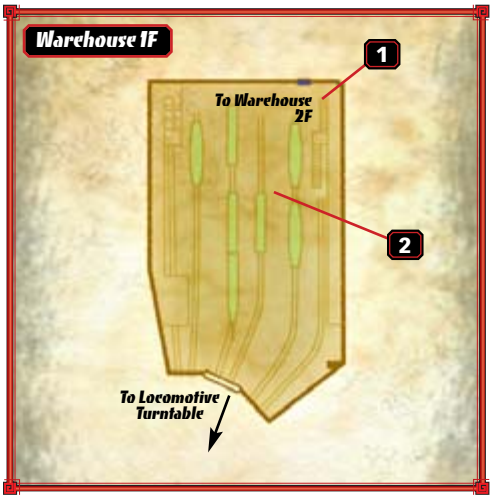
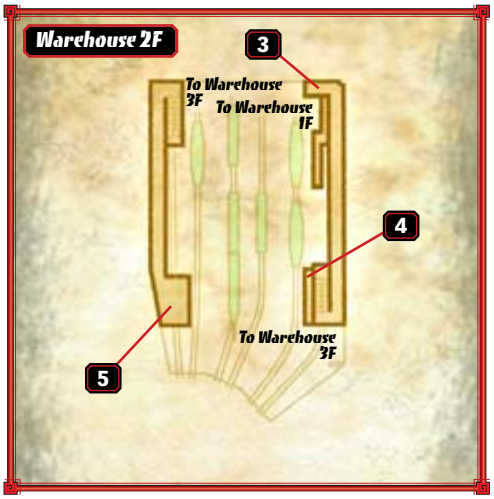
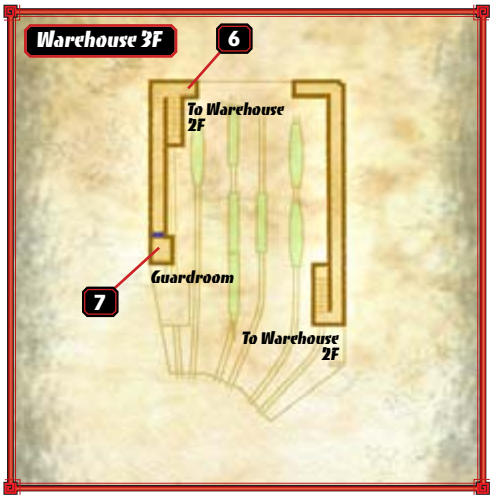
CHAPTER 9

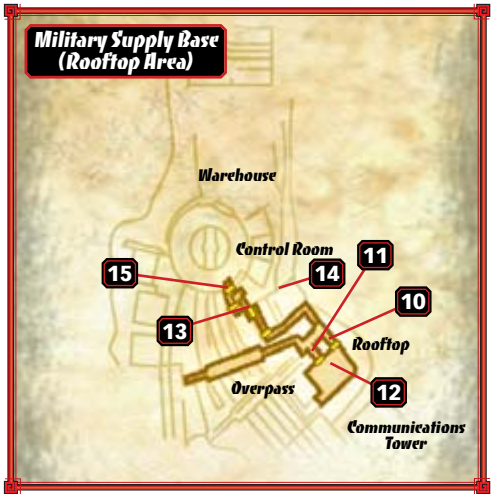
THE MILITARY SUPPLY BASE

The Vigoor Army is after a renegade element, Ryu. The Military Radio Tower is key to the Army's organization....









WALKTHROUGH

Save Point

As soon as the chapter opens, head over to the Save Point and record your progress before plunging further behind enemy lines.

Now make your way down the unguarded thoroughfare, through the door, and into a small squad of riflemen. Lay waste to them, then move on.

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Golden Scarab

Just outside the tunnel, to the left, lays a Golden Scarab. Grab that, then hurry on your way.

Explosive Arrows

After emerging from the tunnel, Ryu will begin to take heavy APC gunfire. Make a mad dash for the far right corner to claim the Explosive Arrows.

Immediately equip them and destroy the two turrets flanking the APC, then get ready for a series of troops armed with rifles and RPGs.

TIP

You can use the sides of the APC to execute a Wall Run if you are knocked out of range by rocket fire.

With the guards dispatched, grab the key laying on the ground and proceed through the door right next to the arrow cache (re-load on arrows while you're at it).

Elixir of Spiritual Life 1

Upon entering the Warehouse, immediately turn left and grab the Elixir ensconced in a nearby chest, then head for the pit between the two nearest trains.

After you pick up the Elixir of Spiritual Live and before mounting those stairs, you may want to take a quick jog over to the train parked to the rear of the warehouse. From its back right side (if Ryu is facing its back end), execute a vertical Wall Run, then hit Y to give him that extra "oomph" to clamber atop the car for another Golden Scarab.

Life of the Gods/Elixir of the Devil Way 2

In that pit you'll find two crates: one contains a Life of the Gods and the other a magic Elixir. Bundle them up, then head up the stairs in the back corner (near where Ryu entered).

Life of the Gods 3

As you reach the second floor of the Warehouse, you'll come across a chest. Kick it open to reveal another Life of the Gods. A series of flying sentry drones will accost you as you take a few steps down the catwalk. Make a mad Wall Run down the catwalk to the opposite end.

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APFSDS Cores

In a crate near the rear of the next stairwell, you'll find an unlimited supply of APFSDS Cores. Equip your bow and start knocking those drones from the sky.

Position Ryu in the corner behind the stairwell, and destroy each wave of the pesky buggers. Each time you eradicate a group, run over and re-load.

After you turn the drones into scrap metal, continue up to the next level of the Warehouse via the nearby stairs and hit the nearby power switch.

Now head down the catwalk toward the opposite end of the Warehouse until it dead ends. You'll find another switch there that will activate the cranes.

That done, head for the ground and make your way over to the cannon on rails. Nearby you'll find another switch to activate another crane.

Head back up to the second level and over to where you found the Cores.

Once the platform is directly across from Ryu, execute a jump and take a short ride until the platform starts to head back (you'll know you're there when the controller rumbles).

At this point, leap to the roof of the train to the left, then make your way forward to the gap in the guardrails.

From here, take a leap to the mobile cannon on rails, then head left until you spot the second moving platform sliding along silently.

Execute a quick leap and board the platform. Wait for it to slide down, then disembark toward the chest in the distance.

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Great Spirit Elixir 5

That chest contains a nice surprise. Collect it, then make your way down the catwalk running along the left wall.

Yellow Essence 6

Mounting the next stairwell, bound up the steps until you reach the third floor, then head over to the right to crack open another, Essence-laden, chest.

Golden Scarab 7

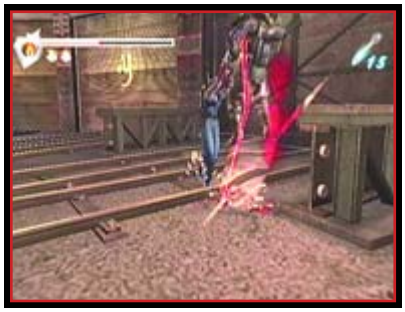
Now head down the catwalk leading away from the chest, and approach the small guardroom ahead. Before venturing inside, execute a vertical Wall Run onto the roof for a Golden Scarab.

Shutter Control Card Key/ Military Supply Base Map 7

Hop down and enter the guardroom. Inside you'll score a Shutter Control Card Key and a map covering the vast majority of the Military Base.

Exiting the guardroom, leap down to the floor and make your way to the shutters barring Ryu's access to the rest of the Base. Insert the Card Key into the slot, then get ready to rumble.

After entering the Locomotive Turntable you'll have to tackle a fairly sizable contingent of guards (though no more than two at once). Slice them down to size, then head up to the open hangar to the left.



Save Point/Elixir of Spiritual Life 8

Inside you'll find a Save Point and a chest containing some Elixir that you might need at this point. Heal yourself, then Save your progress.

Now make your way to the doorway to the left of the Save Point room. Head on through and get prepared for a very rough fight.

In the next section of the Base, all will seem calm. However, the moment Ryu steps clear of the shadowy confines of the wall, the trouble starts.

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When Tanks Attack!

After entering the clearing, several soldiers will rush out to man a tank waiting just off to the side. Arm your bow with Explosive Arrows, and let the games begin.

The big problem with the tank is its cannon. It's utterly powerful. To nullify that advantage, stay close in on the tank.

Once you're near the tank, start firing Explosive Arrows at it. This will quickly take out the gunner, then switch to Cores to house the tank.

Without a gunner, the tank will roll around Ryu in circles. Continue pumping Cores into it until it's a heap of slag...and that's when the *second* tank trots out.

NOTE

Depending on how fast (or slow) you are, a new gunner may take the first's place. If that's the case, switch back to Explosive Arrows and repeat the process.

With the second tank, you'll first have to reload on Cores. Make a breakneck rush for the crate that's closest to the wall, load up, switch to Explosive Arrows...you know the rest.

With both tanks little more than scrap metal, an elevator will descend and open, beckoning Ryu to climb aboard. Refill your arrows first.

Great Spirit Elixir 9

Just to the side of the elevator is a chest. Break that open, then head inside the carriage and make for the level above.

At the top, you'll come upon a Save Point. Record your progress, then make sure you're in solid shape before heading up the stairs.

Two RPG-totin' misfits are at the opposite end of this large catwalk. If you stand as depicted here, you can pick them both off with arrows then go back and save.

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CAUTION

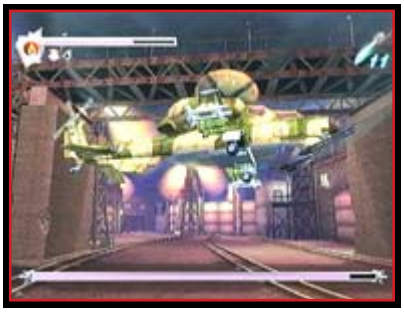
Once you bring down those baddies, you're going to have to face a more malicious threat, so be ready when you walk up those steps.

As the gunship looms into view, you'll want to have your Core arrows armed and ready. Take a few shots at it immediately as it gets ready for its attack run.

TIP

When the chopper is moving, always lead your shots just a little—always place a shot just ahead of the gunship to hit it.

As it cruises in, you'll have to keep running and rolling to avoid taking heavy machinegun fire. After it flies overhead, knock a few arrows and keep firing.



As it emerges from beneath the catwalk, you'll have time to get in 2-3 shots, then it'll begin shooting hot lead followed up by two volleys of missiles. Keep moving, and jump left and right at the *last possible moment* to avoid the missile strike.

At this point, you'll be nearly depleted on arrows. Head for the end of the stairwell and restock your supply. Then take aim once more.

The only set pattern the chopper maintains is the one where it approaches the bridge, flies under, and comes up on the other side, guns and rockets blazing.

When the chopper is a smoking, twisted, pile of scrap, head over and refill your arrows, then proceed to the opposite end of the bridge.

Shop/Phantom Fish 10

At the other end you find a chest and a Shop tucked away in the right corner. Avoid opening the chest, lest you want to fight a gaggle of Phantom Fish. Stock up at Muramasa's.

Now move over to the pipes fenced in with mesh. From here, you'll need to utilize the Flying Bird Flip to scale the interior.

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Golden Scarab 11

As you complete your flip parade, you'll happen upon a Golden Scarab. Pocket it, then prepare yourself for some archery practice through the nearby door.

Yellow Essence 12

The moment you step through the door you find a chest. Rush over and quickly absorb the Yellow Essence, then take aim at the Tower.

Boss Battle: Communications Tower

To take down the Communications Tower, you'll need to utilize your Explosive Arrows to take out what look like nine lights. However, you do not need to take out the actual lights.

If you need more arrows, there's an unlimited supply in the right corner.

You'll have to watch for incoming RPGs from soldiers stationed on the Tower. Listen for the shroom of their exhaust and move out of the way.

The guards are a distraction—do not waste time firing at them. Concentrate all your effort on the lights.

NOTE

It's not recommended, but you can shoot down the incoming rockets with your bow. It can come in handy in a pinch, but isn't suggested as the standard method for dealing with them.

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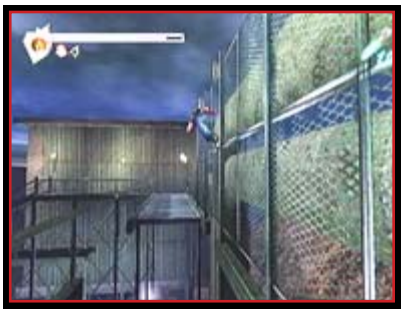
With the Tower knocked out, it's time to go. Head out the unlocked door on the right—you have a train to catch.

As you exit into the next area, you'll need to knock out the drones with your Core Arrows (four in total). If you get knocked off the catwalk, fire at them from below.



Mind the gap just ahead—you'll have to Wall Run to cross it and continue on your way.

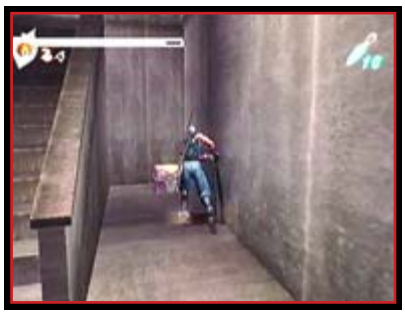
Continue down the catwalk and head through the door, but be ready for the three RPG troops down the hall. If you can, Wall Run and slay them. Otherwise, fire Explosive Arrows their way.

Life of the Gods 13

A chest is residing next to the rocket soldiers. Crack it open and grab the Life of the Gods encased inside, then head out the door and down the elevator.

Now you'll have to enter the next building and slay three troopers guarding the exit. Dive at them and cut them down as soon as you enter the room.

Life of the Gods 14

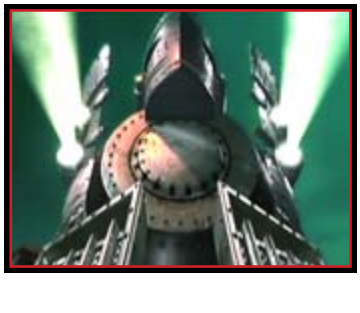


Behind the stairs you'll find a case. Crack that open and collect the Life of the Gods. If you've been following this guide, you should now have nine and a lifebar extension.

Control Room Key 15

Head to the Control Room door and open it. It's locked. Turn around and head out the door you entered, take the elevator back up a level and reenter the room with the three RPG-armed soliders. Using the Flying Swallow attack to dispatch them and pick up the Control Room Key. Whew!

Key in hand, trek back down to the Control Room and open the door. There's nothing left to do but pull the lever to line up the tracks correctly.
All aboard!



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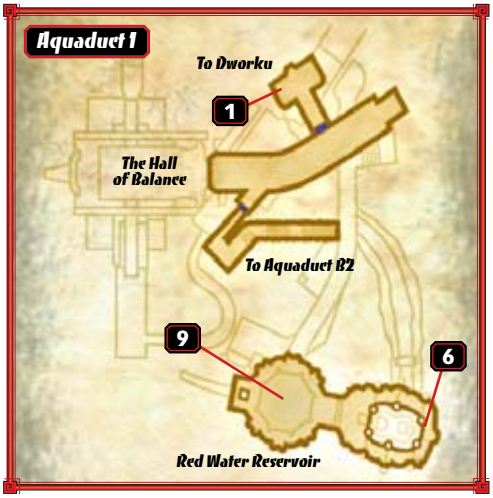
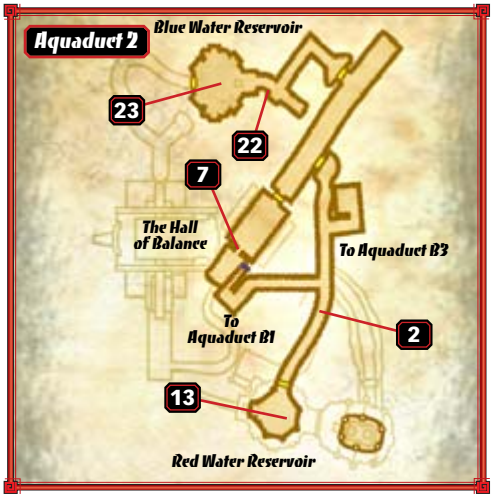
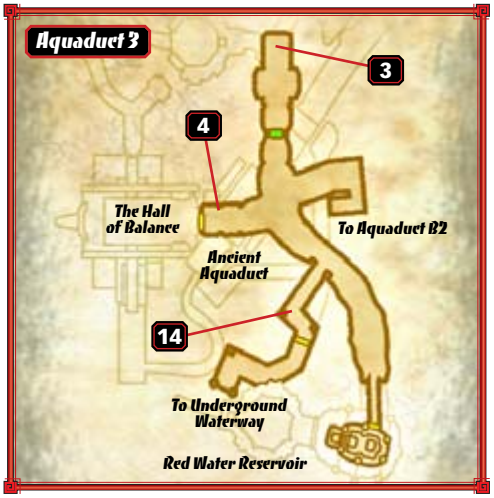
CHAPTER 10

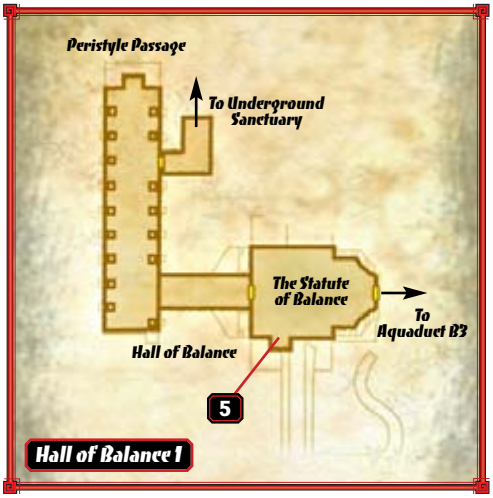
THE AQUADUCT

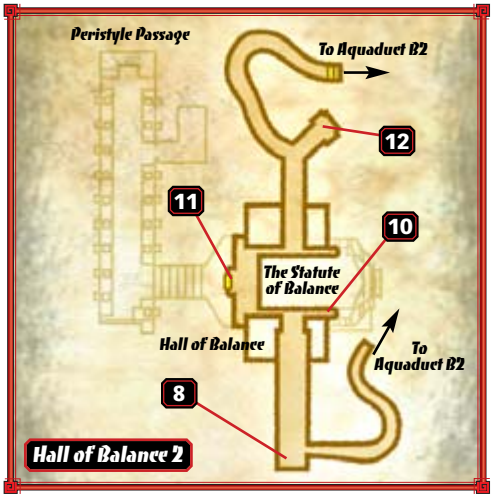
The Army's organization has crumbled; there is no need for Ryu to stay in the now-silent capital....

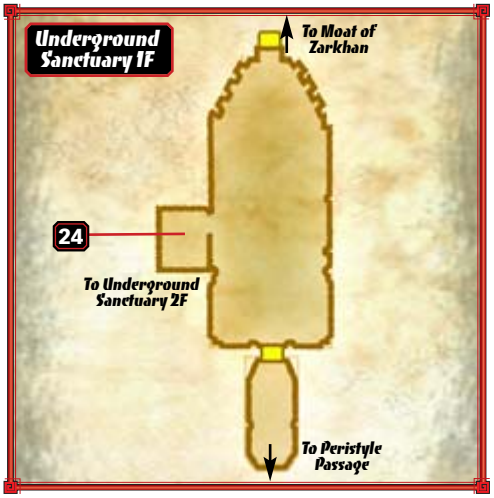


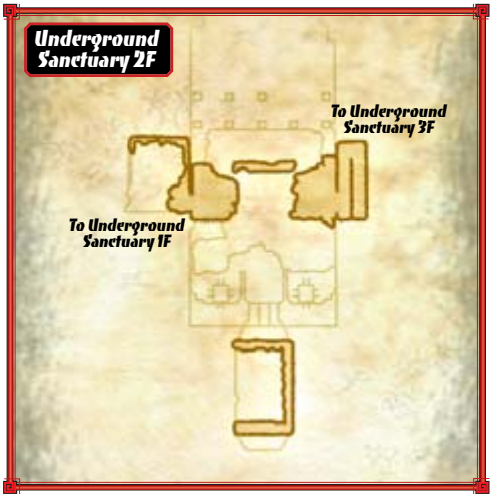


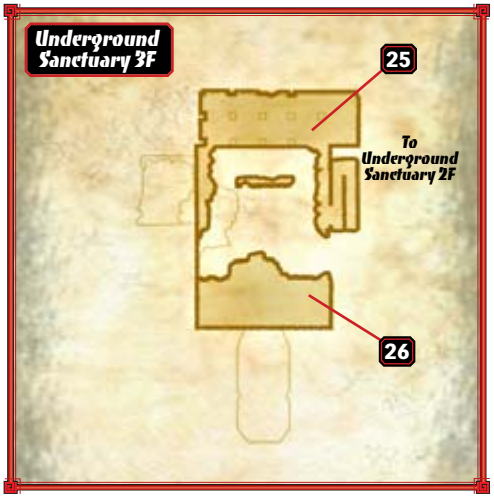


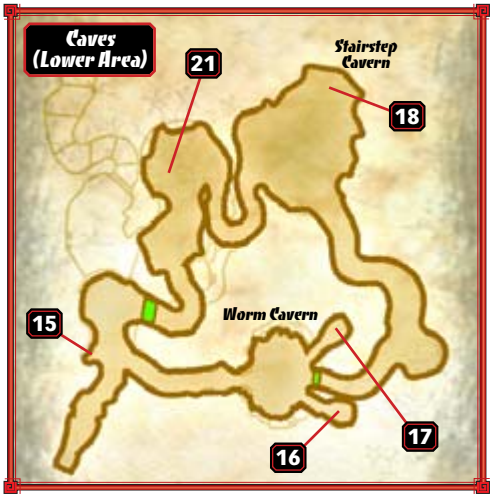












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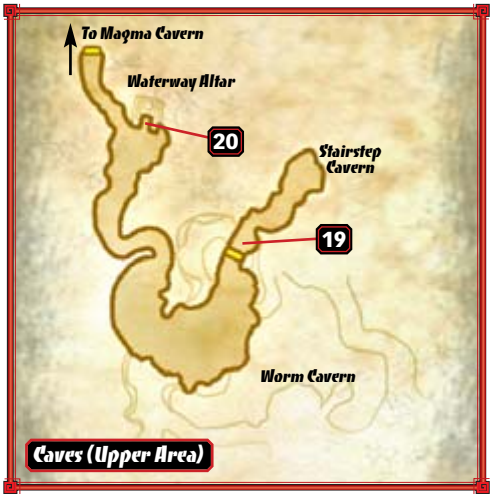
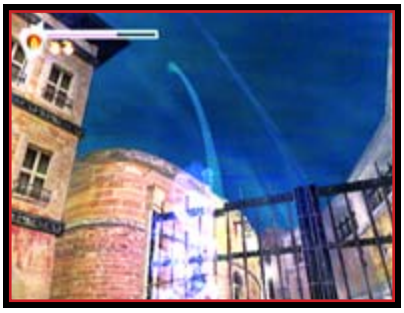


WALKTHROUGH

Life of the Gods

With the train de-railed, head over and crack open the chest to grab a Life of the Gods. In addition, there's a crate filled with Explosive Arrows nearby.

Exit onto the street. You'll have to wander a bit, but before long the manhole cover will slide away revealing a trio of new Fiends.



They're aggressive, but use your swordsmanship to maximum advantage and cut them down where they stand. Afterwards, it's down the rabbit hole.

NOTE

Make sure to arm your Shurikens before descending into the depths.

Save Point 1

Once you've entered the Aquaduct, a large colony of bats will set upon you. Blast them from the sky, then hit the nearby Save Point.

Head through the nearby door and out into the sewer. Here you'll meet more Fiends. Use your sword to slash them, then head out the door at the opposite end.

Not long after proceeding through, more Fiends will assault you in the stairwell. Use the tight quarters to your advantage, issuing Helmet Splitters at will.

Aquaduct Map 2

At the bottom of the stairs, duck right and you'll find a corpse. Rifle through his pockets and you'll come up with a map.

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Now head down the opposite way and you'll notice an opening off to the right. Head down this passageway to Aquaduct B3.

From there, head to the right and you'll see a small slot in the wall. Enter it and take a quick ride down to a room below.

Spirit of the Devils 3

At the rear of this room, you'll spot a chest. Crack that open to claim the item inside, then head to the elevator when you're prepared to fight.

In no time at all, a squad of unfriendly insects will assault you. Wade in and slice and dice (specifically the Helmet Splitter and Flying Swallow).

Once they're done for, head back into the mini-elevator to return to the room above, then make your way down the passage to the right.

Save Point/Yellow Essence 4

On your way down the hall, you'll spot a Save Point. A chest containing a welcome surprise is next to the Save Point. Secure your progress, then head through the door.

Once inside the Chamber of Balance, make your way to the left wall and execute a Wall Run from the small rise in the water to grab the ledge above.

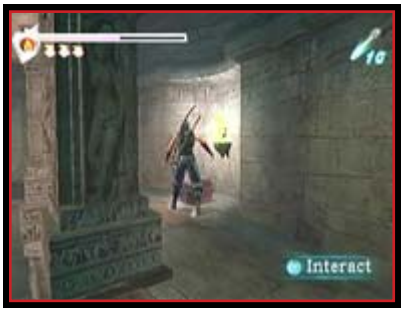
Elixir of Spiritual Life 5

After shimmying to the right, haul yourself up to find a chest recessed within a small hole. Inside is an Elixir of Sprirtual life.

Key of the Insect 6

Exit the room, take a right, and enter the room at the top of the hill. Be alert; the room is guarded by multiple Fiends. Slay them, bird flip to the upper level, then open the chest on the right-hand side to gain the Key of Insect.

Now you'll want to make your way back to Aquaduct B2. Exit the Hall of Balance, then make your way straight ahead until you reach the wall. From there Continuous Wall Run from the left up to the ledge above.



Once you're back in Aquaduct B2, head to the right and through the door ahead. Beware of the band of Fiends! For a quick escape head to the right and through the nearby door.

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TIP

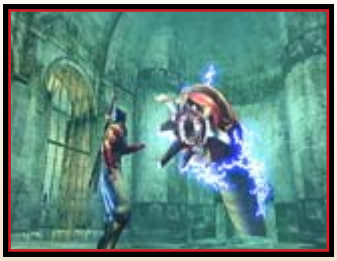
Low on weapon upgrades or items? The foes in the hallway outside the worm perpetually spawn. Kill them and reenter the room as many times as you like. Get a Level 3 Dabilahro in no time.

CAUTION

You're going to have your hands full in the next sequence. Once you pass through the door, make sure you're ready for a tough fight and that your Core Arrows are armed.

How the Worm Turns, Part I

You'll have to fight this massive, electrified worm to the death. He can be a tough nut to crack, but crack he will.



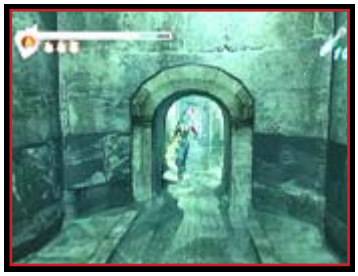
The worm has numerous different attacks: an electrical blast (you'll see it coming when he pauses and rears back a bit); a long sweep of the area Ryu is standing upon (jump straight up to dodge); and a devastating bite (this can be avoided by not hovering in the center of the chamber).

After passing through the archway in the How the Worm Turns, Part 1 section, do a quick check behind and look up—you'll spy a slight shimmering coming from a ledge above. Run up and capture another Golden Scarab.

How the Worm Turns, Part I (cont'd)

Your best bet for laying this worm low is to use your Core arrows to whittle him down, then attack him with your sword (after he sweeps the area) via a Helmet Splitter.

From time to time, the worm will also electrify its small pool of water. However, when it isn't, you can use a Flying Swallow and enter the pool to hack away at it.



With the worm dead, walk through the archway and follow the tunnel. Grab the Blue Essence then hurry onward.

You'll pass through a corridor and reach a turn where the path veers right and slopes sharply downward.

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Yellow Essence 7

Soon enough, Ryu will find himself in the Hall of Balance. Only this time he's above it. A chest is to the right as he enters.

Red Tablet of the Stream/Golden Scarab 8

Not too far away, at the head of the chamber, lays another chest. Bust that open to obtain a fairly important artifact, then continue around the horseshoe for a Golden Scarab.

Life of the Gods 9

From there, if you continue up the next tunnel, you'll reach a fork. To the right is another chest. Crack it open, slay the Fiends that appear, then head back to the Hall and leap down.

Exit the Hall now, record your progress, then head down the long length of hall leading to the right and make your way through the door (ready for battle with some Fiends).

Life of the Gods/Golden Scarab 10

Enter the second chamber. The Golden Scarab is located to the right side of the grated floor. Head to the opposite side and open the chest, a Life of the Gods lies within.

To the rear you find a pedestal. Place the Red Tablet of the Stream into the notch on the pedastal. Kill the Fiends that ambush you.

Water drained, make your way back to Aquaduct B2. Head back down and return to the Continuous Wall Run (the first right off the long sloping path).

Once you reach Aquaduct B2 again, head out and make a left, then follow that path as it unfurls, up past the corpse, and through the door at the end of the hall.

Statue of the Water Spirit 11

Inside you'll find that you are at the base of the Red Water Reservoir (now drained). Off to the left lays a statue. Grab it, then head back to Aquaduct B3.

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Taro's Diary 12

Once you've descended again, jog over to the Save Point 4, then backtrack around the corner to the right to find another corpse on the ground.

Step up and pass through the doorway ahead, and you'll soon find a hole emitting a swarm of bats. Slay the Phantom Fish, then jump!

Golden Scarab 13

At the bottom, start moving forward, noting the passage to the right (with yet more Phantom Fish), and take a peek left to find a Golden Scarab.

Now make your way down the Phantom Fish-strewn corridor, destroying them as you go. Prior to exiting the tunnel, make sure you're ready for a blistering battle.

How the Worm Turns, Part II

This time out you'll have to deal with two worms at the same time. While this may seem daunting, it's really more intimidating than threatening.

The attack patterns are the same as the first worm, although you'll obviously have to be quicker on your feet to duck and dodge.

If you can, the best way to approach this is by wiping out one worm then concentrating on the other. Using Helmet Splitters as the worms sweep the cavern (jump up as they crash against the floor) is the surest way to victory. Otherwise, the same tactics that applied before, apply here.

Make sure you have the Dabilahro leveled up to three stars (a bargin at 11,000 Yellow Essences). Stand in the right corner, avoid the first couple blasts of energy from the worm, then charge up an attack. Any time a worm gets close, to stomp or swat you, let go of the charge and attack. A fully charged level 3 Dabilahro attack does a minimum of 20 percent damage to the worm. Repeat it for both worms and they fall in a manner of seconds.

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Great Spirit Elixir 14

In the former home of the right worm, you'll find a chest. Kick it open to find something helpful.

Golden Scarab 15

In its mate's nest you'll find another Golden Scarab to add to a fairly serious collection at this point. From there, proceed through the middle passage, and into Phantom Fish territory.

Life of the Gods 16

Before long you'll enter a large chamber with a set of stairs in the back. Beware the Fiends lurking in this chamber, then clamber upward to find a chest.

Elixir of Spiritual Life 17

Up top, follow the path off to the side to locate a door. Prior to venturing through, there's a chest just to the left.

In the next chamber you'll find a school of Phantom Fish on the ceiling. Displace them with Shurikens, then continue around the bend and into the next room.

Blue Tablet of the Stream 18

Herein you'll find an altar with an artifact on it. Grab it, ignore the door, and now make your way back to the Stairstep Cavern.

Incendiary Shurikens/ Great Spirit Elixir 19

Picking your way down the steps, exit the chamber via the path to the right. You'll enter another chamber with a corpse marking the tunnel's end.

After ransacking the corpse, head over to the chest around the corner. Open it, and lay claim to the Great Spirit Elixir within. Continue forward to the next tunnel until you reach a job for your Incendiary Shurikens.

Once you punched through, return to the chimney and go back up to Aquaduct B3 via Flying Bird Flips.

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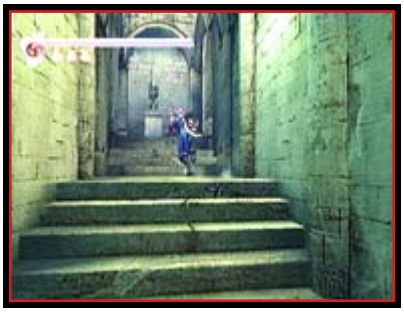
Stop by the Save Point, then use the Continuous Wall Run to head back up to Aquaduct B2. From there exit to the right and head through the door that leads toward the first worm.

This time, move away from the worm chamber and down the hall to a doorway on the left. Pass on through to the other side.

Shop/Great Spirit Elixir 20



Follow the stairs upward to find a Shop as well as a chest sitting in a *cul-de-sac*. Utilize both, then head down the corridor opposite the chest into the next chamber.

NOTE

This will be the last time you get to visit a shop for quite some time, so load up on Elixir and the like before you leave town. Also be sure to load up on Core Arrows.

Golden Scarab 21

Inside you'll find a pedestal. Investigate it, then hop down into the now-empty pool below to claim a Golden Scarab, then head through the door.

Before long you'll find yourself in the Hall of Balance. Leap to the floor, pass through the door behind the waterfall, and record your progress. Then head through the *other* door in the Hall of Balance.

Fiend Ryu returns

In the next hall, you are ambushed by an old nemesis, Fiend Ryu. This time he's armed with a Dabilahro. Your best bet is to use your own Dabilahro, lure him in, use a wall attack to knock him down, then let fly with a Flaming Hell Slash.

CAUTION

If Fiend Ryu uses a Ninpo attack, immediately counter with your own Ninpo, to cancel his out. Fail to do this and you are weakened to a breath away from death.

Once he is dispatched, head to the end of the hall to claim your spoils: a Jewel of the Demon Seal. Use Flying Bird Flips to gain some altitude over the the same spot.

NOTE

Reenter Peristyle Passage for a Fiend Challenge.

Head around the corner to the right and use the Flying Bird Flip to reach the ceiling. Pick up your Golden Scarab.

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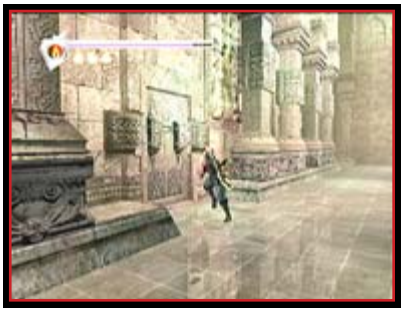


That taken care of, lunge for the nearby doorway, and pass on through to escape the onslaught of Fiends (however, if you like, chop away).

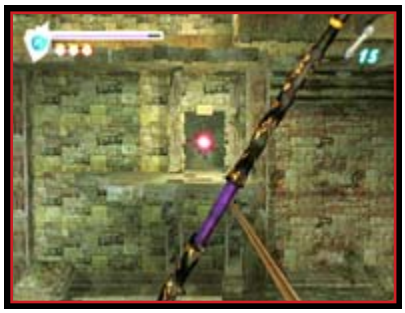
On the opposite side, be wary of a large supply of Phantom Fish coming from the ceiling. Especially beware the colony hiding just underneath the structure.

After entering the Underground Sanctuary, you'll need to dispatch a few Fiends, then make your way to the doorway on the left.

Golden Scarab/Arrows 22

Inside you find a corpse with some Arrows and a Golden Scarab. Collect what you can from both, then Continuous Wall Run from the right wall, to the center wall, then to the left wall.

Once you reach the ledge, take out your Bow and standard Arrows, and aim at the target across the way.



Now you'll need to Wall Run across the new arrival. Take a deep breath and make a flying leap for it to reach the opposite side.

Great Spirit Elixir 23

Once you make it up the stairs, head around the bend and zip over and kick open the chest. That should come in handy soon.

Continuing forward, head around the corner and up until you reach a seeming dead end. See that root jutting out? Execute a jump at it (watch the angle) and swing and leap to the next ledge.

Brand of Valor/Golden Scarab 24

On the opposite side you'll find what you've been looking for. Before returning to the floor below, however, head around to the left to nab a Golden Scarab.

Now, before you leap to the floor and insert the Brand of Valor in the slot, be ready for the fight of your life thus far.

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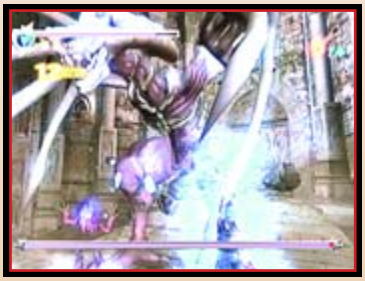
Boss Battle: Dragon Fiend



To say this fellow is large would be a mild understatement. Unfortunately for Ryu, he's as ferocious and cruel as he looks.

First off, you'll need to be aware of a few things. He fires a laser beam that soon gives rise to a flame wherever the laser is touched. Whenever he takes to the ledge above the arena, run as far from him as possible. Strike him from behind for best results.

First, lodge as many Core Arrows in him as possible, from as far away as possible.

When he stampedes, don't be in his way! This is a good time to maneuver behind him and deliver a Flying Swallow or Helmet Splitter.

Whatever you do, don't get greedy! If you score a blow, pull back and wait for another opportunity lest his massive wings damage Ryu.

As with so many other bosses, this beast requires patience above all else. If you take it slow and steady, you'll end up in much better shape.

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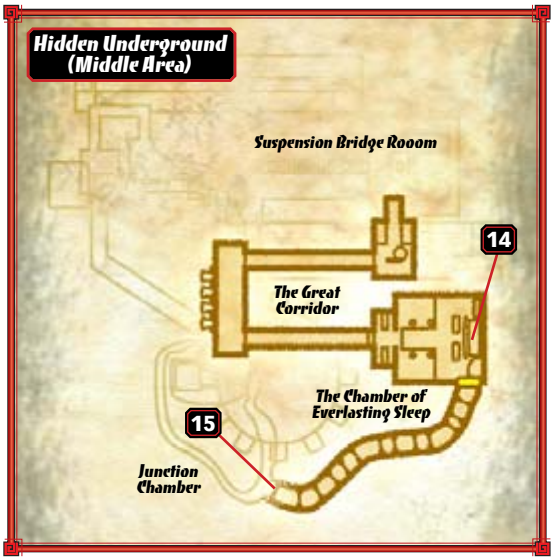
CHAPTER 11

THE PATH TO ZARKHAN

Using the Aquaduct, Ryu has arrived at the moat surrounding Zarkhan. However, a great wall blocks his path into the Palace itself....



WALKTHROUGH

Great Spirit Elixir/Map of The Moat 1

Starting out, hit the two chests near you to claim a Great Spiritual Elixir and a Map of the Moat, then check in at the Save Point.There is no way you want to fight that last boss again anytime soon.

Golden Scarab 2

Now plunge into the moat—but watch for the *big* fish! Swim over and under the opening in the fence, gathering the Golden Scarab on your way through.

Gold Medallion 3

Just beyond the Golden Scarab is a chest. Swim over and pop it open to collect a Gold Medallion. With that, it's time to head back through the gap.

NOTE

You may want to stop and save again, just so there's no repeating this rudimentary step again should you perish in combat.

Now swim to the opposite end of the moat, and enter the drainage pipe embedded in the left wall—make sure to take a fresh breath beforehand!

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Combination 4

As you enter a small chamber, turn 'round and note the corpse laying there. Examine it to collect a combination: 0971.

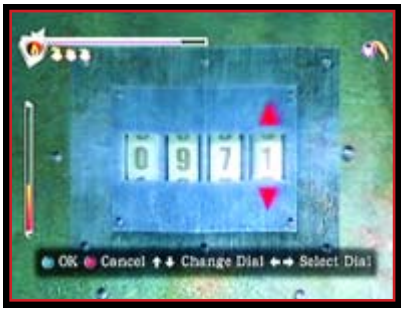
After exiting the pipe on the other side, you'll find a pair of drones firing energy beams into the water. Surface and destroy those, and kill the fish while you're at it.

From there, you'll want to have Ryu swim over to the far corner (from where he exited), and into a stonework tunnel. You'll find something at the end that you can't quite read, however, so head left, further along the tunnel.

Owl's Eye

The tunnel will let out in another enclosed pool with another corpse. This one's holding something known as the Owl's Eye. Collect it, then head back to the dark numbers.

Now enter the combination you received not too long ago (0971), but watch your air meter! The Owl's Eye lets you see in dark places, but not breathe like a fish!



Combo entered, the hatch will spring open granting Ryu access. If you're running low on air (half a meter or less), go back for a fresh gulp.

Shop/Elixir of Spiritual Life 6

Halfway through this particular tunnel, surface for air. Also find Muramasa and an Elixir of Spiritual Life.

Golden Scarab 7

Continue down the tunnel and you'll emerge in another open area—this one is patrolled by more drones. Destroy them, then clamber out of the water to claim a Golden Scarab.

Save Point/Phantom Fish/ Life of the Gods 8

One more underwater jaunt and Ryu will come up in an underground cave. Here he'll also find a pair of chests and a Save Point for recording your progress. The chest closest to the Save Point is loaded with trouble, in the form of Phantom Fish. Open the next chest to gain a Life of the Gods.

Once you've saved, plunge back into the water and continue forward through the narrow underwater passage opposite the Save Point.

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NOTE

Don't worry; you'll be back for the other corridor in due time.

You'll come to another small, underwater chamber. Here you'll find a passage blocked by a mysterious force. Ignore it for now, then head around the bend and continue down the tunnel, careful to avoid the rampaging fish.

Golden Scarab 9

Just to the right of the tunnel you just exited lays another Golden Scarab. Snag it, then head over to the opposite side and through the gap in the fence.

On the other side, you'll find a sunken ship. Watch the short cinema, then dive into the shattered hull.

Hand Crank 10

Inside you'll find a chest. Crack that open and you'll find a Hand Crank. What do you suppose that's for, hmmm?

To get on to the deck of the ship, you'll have to be quick. The drones whirl around making life difficult, so swim up to the edge of the deck and, as soon as Ryu enters his climbing animation, keep tapping ⓧ rapidly.

Crank in place, he'll wheel away, opening up something below the ship's deck. Time to get wet again and re-enter the hull.

Golden Scarab/Oxygen Cylinder 11

Now you'll want to maneuver Ryu up and into the upper level of the sunken ship and toward the back. There you'll find an Oxygen Cylinder as well as another Golden Scarab.

After you've collected these, head back through the hole in the fence, then dead-ahead to the fenced in area across the way. On the left side you'll be able to snake inside.

Life of the Gods 12

Once in, you'll shortly happen across a chest. Crack that open to claim another blue pearl, then continue kicking your way this and that as the tunnel wends and weaves.

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Silver Medallion 13

At the end of this tunnel, you'll come across another chest—bust that open and you'll pull out a shiny Silver Medallion.

From here, Ryu will have to make his way back to the most recent Save Point (8 on the map). Once there, record your progress.

Now heading down the tunnel to the right, you'll come into a chamber filled with those flying, one-eyed, Fiends. Draw your blade and show them the Flying Swallow (A,Y while moving towards an enemy).

Once they've been dealt with approach the Altar and insert the Gold and Silver Medallions into their respective slots which will unlock the mysterious force further down the watery tunnel.

Save your progress, then plunge into the water and head back to that chamber. Naturally, you'll want to head through the now-open passageway.

Slay the onrushing fish, then make for the Fissure at the opposite end of the enclosure. Do your best to avoid being fired upon by the lurking drones.

You might recognize this place: It's the Hidden Underground—specifically, the chamber where the Skeletal Dragon Fiend lay dead, albeit underwater now.

From here, you'll want to poke around the bottom where you'll find a passageway (not the caved-in one) that you can follow into the Underground Cemetery.

Golden Scarab 14

Ryu will exit just up the path (and several dozen feet in the air) from where the sarcophagus lay. Swim down to it and up to the ceiling to find a Golden Scarab.

Now swim down to the bottom of the chamber, and head down the smaller tunnel leading out. You'll remember this as being the first door you used the Bone Key with (just before the flood).

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Before exiting the tunnel into the larger chamber (with the elevator to the Monk's Room) stop and take out the fish from the safety of the passageway.

Save Point 15

With the lurking predators little more than chum, head down the next tunnel to emerge in the chamber with the Save Point. Record your progress, then board the nearby platform.

Boss Battle: Doku, Lord of the Greater Fiends

Doku looks scary, but the means to beating him are fairly basic and require Ryu to be on his toes every second of the match.

The easiest (and only safe) way to beat Doku is to repeatedly utilize the Flying Sparrow attack. Rush at him and continually bombard him with it.

Sometimes you'll connect; most times you won't. When you don't, quickly run or Reverse Wind away.

On occasion, he'll toss his blade at you. Simply jump over it and it'll whistle harmlessly past Ryu.

His multi-slash combo and grab moves are completely devastating. As is the case with so many other boss characters, you can never stop moving.

And, as with so many other bosses, perse-verance is key: Keep whittling away at him and eventually the battle shall be yours.

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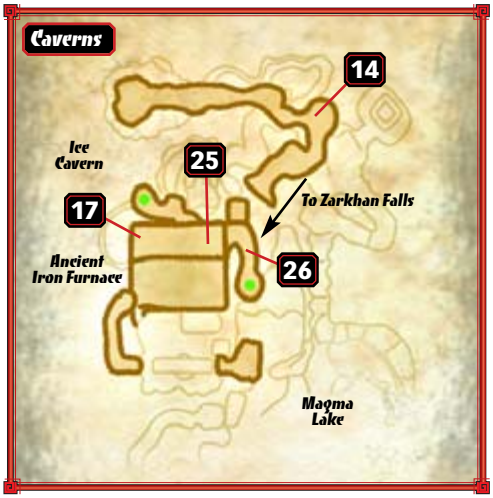
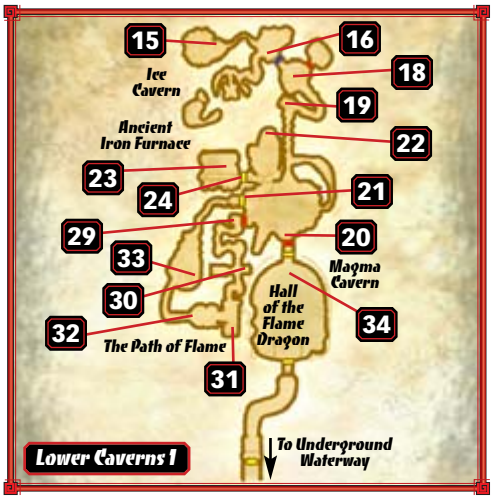
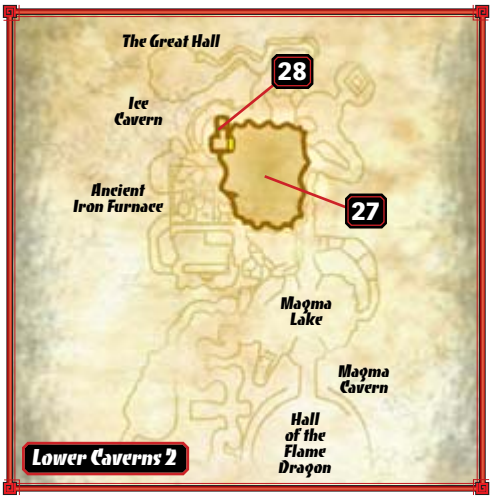
CHAPTER 12

THE CAVERNS

Although it appeared as though Ryu defeated Doku, his vengeance is still incomplete; the Dark Dragon in the hands of the Holy Vigoor Emperor. What will become of Rachel and her sister?







WALKTHROUGH

Kitetsu 1

Doku destroyed, gather up his blade, Kitetsu, then exit the greater chamber into a smaller one just ahead.

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Golden Scarab 2

Immediately to the left, after entering the smaller room, you'll find a Golden Scarab. Pick it up, then head over to the lever on the wall.

That lever flipped, you'll be able to return to the previous chamber, mount the platforms (first the left, then the right), and strike those two levers.

Utilizing the Continuous Wall Run technique, make your way up to the platform floating to the right of the third lever.

From there, once more use the same technique to attain the next higher platform and flip the lever once you arrive atop it.

Yellow Essence 3

Now make your way over to the chest resting above the archway. Kick that open to receive an extra large dose of Yellow Essence, then leap to the next platform over and flip the next lever.

A quick backtrack to the previous lever (just past the chest once more) and you'll retract that other platform to an advantageous spot.

Golden Scarab 4

In the opposite corner (near the archway) you'll see a platform fairly close to the ground. Head over and use the Continuous Wall Run to mount it, then perform a vertical Wall Run to reach the top of the arch.

This next part is tricky. Lining Ryu up as shown in the first screen, you'll need to make a long Continuous Wall Run, from the right wall to the wall directly ahead, then to the short wall to the left, and finally, onto the platform awaiting at the end. Timing is everything, and the key is getting the first jump correct (jump too soon and you'll fall).

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Once you're safe, hop to the platform that awaits nearby (docked to the rest of the structure, so to speak).

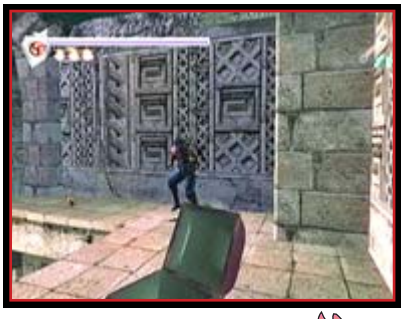
Bat Chest 5

Clamber up the steps and, unless you feel the need to kill some bats, avoid opening either chest.

Make your way to the left, and leap on the platform floating just off from the stairs, which will allow you to reach the upper rim of the chamber.

Upon the upper rim, head over to the left and flip the lever you'll quickly come across. This will unbar the way in the next chamber over.

Life of the Gods/Golden Scarab 6



If you continue down the rim, you'll come across a chest bearing still another Life of the Gods. A few scant steps later will see Ryu laying hands on a Golden Scarab.

NOTE

If you've been grabbing all the Life of the Gods in the guide thus far, take a second and use nine of them to extend Ryu's maximum life bar.

Now have Ryu return to the floor below and head into the next chamber from which he can now exit at the far end via a few vertical Wall Runs.

NOTE

You may want to head out the opposite exit and down to the previous Save Point at this juncture so that you don't have to repeat any of this process again if Ryu falls in battle.

A Kunai Scroll will be awaiting Ryu shortly after cresting the final ridge on his way up. Jog over and examine its contents, then continue along the way.

Life of the Gods 7

Soon Ryu will pass through a fairly open area. On the way out, you'll spy a chest semi-camouflaged against the background to the right.

Not long after heading into the next narrow corridor, Ryu will be set upon by numerous Fiends. If you need the Essence, cut them to ribbons.

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Saru's Diary 8

Just to the left of the gateway leading back to Tairon, you'll spot a corpse. Examine it to see what secrets it might divulge.

Autopsy performed, head through the large doorway flanked by two large columns to head to Muramasa's. Once through, proceed forward then to the alley on the left.

Yellow Essence 9

Utilizing the War Hammer, smash the battered door on Ryu's left, then proceed through for the chest therein to gather a cache of Yellow Essence.

Life of the Gods 9

Facing the wall against which the shattered door resides, execute a Continuous Wall Run to reach the balcony to the left—from there, Wall Run to the opposite balcony for a chest.

Head back down to the main alley and head through the door marked with 5 green circles. Mind the undead, ex-Army, creatures milling about.

Shop 10

On the opposite side, head into Muramasa's Shop and have a chat with the old man. Listen to what was so pressing, then you'll want to meet with him on more than just fiscal matters.

Meeting finished, make your way back across the Great Bridge and back into Zarkhan. From there, hang a right and proceed down the tree-strewn ravine.

Zarkhan Map 11

After hopping the barrier, jog to the left to examine a corpse. He'll be clutching a rather helpful item that is certain to come in handy.

Life of the Gods/Golden Scarab 12

While you're at it, smash the stone heads against the wall to claim a Life of the Gods and Golden Scarab as well.

Save Point 12

A very short jog away from the ninja corpse lays a Save Point. Zip over and record your progress, then continue on to the Zarkhan Falls.

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Life of the Gods/Golden Scarab/ Great Spirit Elixir 13

Now dive into the pool ahead and make your way to the bottom to crack open a chest. There's also a Golden Scarab at the other end of the pool and an Elixir in a chest to the right of the Falls.

Heading behind the cascading torrent of water, draw your War Hammer and shatter the barrier that bars your way. Once through, watch out for a ledge and swarm of Phantom Fish.

Map of the Caverns 14

Leaping into the pit below, you'll find another ninja that met an untimely end. Do what you must and examine his corpse for any clues or details.

Now enter the small pool of water and swim down and up to emerge further along in the caves, near a slope heading downward.

Be sure you're prepared for a fight, then slide down the decline and into a fight against two, large, Fiends and their littler friend.

The large, hulking, creatures can be dealt with by using repeated Flying Swallows and Helmet Splitters. Watch out for their Ryu-destroying bite!

Great Spirit Elixir 15

Rather than getting caught in a very difficult fight, if you head to the corner, you can perform a Flying Bird Flip up to the safe area above.

Save Point 16

In the next cavern ahead, you'll find a Save Point and a door that requires a key to continue. Record your progress, then head into the ravine below.

Once you touchdown, a small band of Fiends will assault you. Deal with these interlopers, then make your way up the ridge in the corner.

Before long, Ryu will reach a barrier that he'll have to destroy. The Dragon Sword (or any other weapon) should easily shatter this ice-locked barricade.

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Upon stepping across the threshold, you'll meet up with another band of Fiends. Stand your ground and deliver swift death.

Now make your way to the right from the shattered door, and execute a Vertical Wall Run to face a series of ice bars that you can't shatter.

Enter the small alcove to the right, shatter the hole in the floor, then dive in. At the bottom you'll have to face down another squad of Fiends.

Once they're dead, head around the bend and make your way up a series of large steps carved from the ice. At the top, you'll find yourself in the Ruins.

Shield of Vigoor 17

If you immediately glance backwards, you'll spot something glowing on the ground. Head over and pick that up to add to your clutch of items.

Shield in hand, you'll now need to make your way back to the door by the last Save Point you visited to insert it in that locked barricade.

Stone Tablet/Iron Ore 18

After passing through the gate, you'll immediately spot a glowing object on the ground. Race forward and grab it, then head to the right to snag the Iron Ore.

Now you'll have to pick your way past the lava Fiends, from platform to platform. Just watch your step (and their flaming breath) and leap over them.

Iron Ore 19

Just beyond the second lava Fiend lay another glistening clutch of Iron Ore. Add that to your repertoire, then continue onward through the oppressive heat.

Minding the gouts of searing steam, set your eyes on the slate gray beam running along the wall to the left. You'll need to get under it and perform a vertical Wall Run.

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Have Ryu shimmy carefully between blasts of steam, to make his way through this devilishly-designed gauntlet, pause at the spot shown here, then continue on when the jet subsides.

CAUTION

If you get hit by a blast of steam you will fall into the lava below, so be very careful.

Iron Ore 20

From here, head straight ahead and leap the gap over the Magma Lake to claim two more bundles of Iron Ore, then leap back across.

Now make your way down the passage to the right. Be wary of the two lava Fiends waiting below. Race to the opposite end and haul Ryu out with a Wall Run.

The road will end at the shore of the Magma Lake. Here you'll find a switch you'll have to hit to raise some platforms.

Once the platforms are up, watch the lava Fiends fire, then make a dash for the area to the left (where you just claimed the Iron Ore).

Shop 21

From there, leap back down to the right and continue Ryu's run to the opposite shore of Magma Lake to find a Shop. Drop in and stock up, as there's every chance you need it right now.

To the right of the Shop, you'll spot a wall receding into the corner. Execute a Wall Run to enter another chamber, deeper in the Caverns, and prepare to battle lava Fiends.

Iron Ore 22

After destroying the lava Fiends, head into the corner and collect the Iron Ore you'll find there. Now head back to the area beneath where you dropped in.

You'll spot a ledge just out of reach. Run at it and perform a Wall Run to clamber atop it and continue on to the next cavern.

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Golden Scarab 23

In the next chamber you'll need to utilize the enormous see-saw. But first look down to the right to spot a Golden Scarab.

Now you'll need to use the enormous see-saw to reach the opposite opening. Stand on the end of it, tilt it up, then race for the opening and jump!

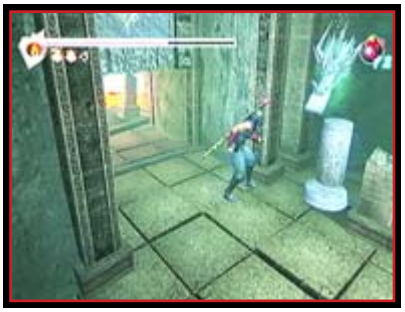
Head down and around the bend, through the corridor, dealing with the bats as you go. On the opposite end, you'll emerge in the Ruins.

Make your way to the other end of the chamber to the smelting pot. Step up and place your accrued Iron Ore into it and watch as it pours into a mold through the wall.

Next, head back to the see-saw and mount it once more. This time, however, you'll want to tilt the near end up and race for the higher opening on the opposite end.

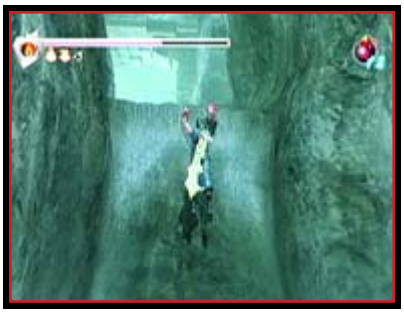
Iron Ore/Phantom Fish 24

In the alcove, find another portion of Iron Ore and a chest full of Phantom Fish. Take the Ore and ignore the chest.



Now you'll need to backtrack to the previous Save Point 16, then make your way back through the Ice Cavern to where you found the Shield of Vigoor 17.

Once you're past the Save Point, and heading up to the area where you shattered the ice sheet some time ago, head to the left and Wall Run upwards.



Cog of Vigoor 25

To the right you'll find the now-cooling cast you made. Head over and collect the Cog, then make your way back to the left.

Save Point/Golden Scarab 26

You'll soon spot a Save Point, and lying just beyond that, a Golden Scarab. Collect the Scarab then record your progress thus far.

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CAUTION

There is a Boss in the next sequence just ahead. Strongly consider purchasing (if you haven't already) The Art of the Inferno, fill up your Ki meter, charge your health and arm your weapon of choice.

Plunge through the hole directly beyond the Save Point (after shattering the cover) and into the unwelcoming arms of…

Boss Battle: Abominable Snow Fiend

While he looks mean, he's not nearly as tough as he might at first appear to be. The ground rules: Never stop moving (except to attack); hit and run is the rule, not the exception; use your Art of Inferno to very great effect (or Fire Wheel if you lack the former).

At first he'll merely stand there and let you get in a few swipes, so chop away till he becomes more animated.

Once he starts to rear back and begins pounding the ice, use your Wall Run to avoid the ice geysers he sprouts, then rush in and do a short combo or two.

The other attack you have to look out for is his one-two punch. He'll lunge forward and strike at the ground, then follow up with the other.

Thankfully he'll pause for you to hit him after executing the one-two punch.

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Eye of Ice 27

Once he's dead, he'll drop a bauble you'll need to exit the chamber. Swoop it up, then make for the doorway along the wall.

Art of Inazuma 28

Once through, you'll need to continually execute Flying Bird Jumps to climb to the top of the chamber. Once on top, you can flip back over and drop down to grab the chest.

Head out the opening at the top, then make for the Save Point 16 to record your progress and cap off a well-fought battle.

Now you need to find your way back to Muramasa's Shop 21 down by the shores of Magma Lake. Once there, insert the Cog in the door to the left.

Save Point/Yellow Essence 29

Just beyond that doorway, find a Save Point and a chest of Yellow Essence. Grab the Essence, then record your progress.

CAUTION

Around the next corner there is a statue bellowing fire down the corridor towards Ryu, so do not go rushing around the bend blindly.

Timing is everything. Wait for the gouts of flame to subside, then run along the left wall to make it past the dragon-headed statuary.

Golden Scarab 30

Continuing around the next bend, you'll come to a junction with gouts of fire stemming from two of them. In an alcove to the left you'll find a Golden Scarab.

With an eye to the gouts on the right, make a mad dash forward as the flame coming from that direction subsides. You'll want to head right at the statue.

Elixir of Spritual Life 31

You'll next come upon a fairly open chamber. In the corner you'll find a chest. Break it open to claim the Elixir inside, then prepare yourself for battle.

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As the Worm Turns, Part 3

As you progress through the next portal, you'll be confronted by a flame-spewing worm. The same rules apply to defeating this one as the others, minus one: His flame blasts require last minute leaps to avoid requiring much better anticipation.

Eye of Flame 32

When the worm's hundredth heart has beat its last, he'll leave behind another shiny bauble to go with the one Abominable left in his wake.

Life of the Gods 33

Now make your way to the next chamber and you'll spot a switch on the floor. Pass that and grab the chest to the right first.

Run, Ryu, Run!

You'll have to move fast here: Hit the switch, then make two quick leaps forward to land above the small lava pool.

From here, Wall Run (or jump) to the outstretched pole, then swing and jump to the next.

From the second swing pole you'll immediately jump, hit the wall, and begin a Wall Run.

You'll have to leap quickly to the opposite wall, once again Wall Running until you reach the opposite side before the flame curtain comes back up.

Whew!

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At the other end, you'll come upon a door that'll slide open for Ryu and deposit him back at the Shop on the shore of Magma Lake.

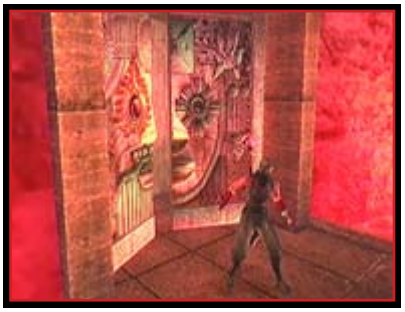
NOTE

This will be your last chance to stock up on items before undertaking a fight of epic, earth-shattering proportions, so fill up (and if you need money, see the "Secrets" sections under "Gamebreaker!"...but only if you want to cheat).

Now hit the nearby switch and make your way to the outcropping to the above and right to where the Bas-relief from earlier awaits.

CAUTION

Before proceeding ahead, realize that you're about to engage in a fierce battle and that you should be ready for anything. If you have the opportunity, max out your Inazuma magic and bring your fiercest weapon to the fight. Also, loading up on Core arrows will give you a decided edge.



Approach the Bas-relief and insert the two gems you scored over the last few minutes of your quest, then proceed into the Hall of the Flame Dragon.

Devil, Deity of Immorality 34

After passing into this massive chamber, you'll spot a statue ahead. Step up and snatch it from its perch. Too bad the resident isn't too happy about that....

Boss Battle: Fire Dragon

This guy is bigger than big! Anyway, this is a battle for the ages so get ready.

As you may have guessed, this fellow is a tough nut to crack. First off, if you have access to it, start unleashing level three Inazuma on him the moment the battle begins and keep using it until you've exhausted all your magic.

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Boss Battle: Fire Dragon (cont'd)

Always make sure to dispatch the Fiend Archers that flank the area. If the Flame Dragon offers his head for the slashing at any time, rush in and perform a blistering combo, then pull back.

As the battle heats up, stay as far from the Dragon as possible. Use a Charge and Ultimate attack. Stay to the far left or right side of the platform until he comes over, then attack, preferably with a level 2 Charge with a Dabilahro. A well-placed Charge attack drops the Flame Dragon's health a good 15 percent.

Eventually he'll launch the platforms into the air. You'll want to be on the sections that get launched. You'll know which ones these are by the large metal buttons (look like switches from earlier) in the floor.

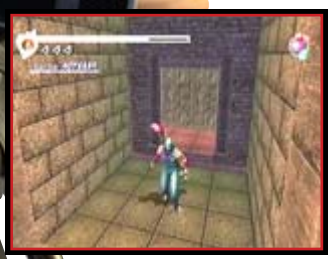
Once you're airborne, switch to Core Arrows and keep firing for as long as he'll let you without breathing flame (a sweeping cascade you'll have to hurdle) or attempting to chew on Ryu (his bite attack is like his skeletal sibling, so watch for it).

When his head gets too close, hit it with another Charge attack until he relents and backs off. Then return to your Core Arrows.

By this point (after exhausting your magic and arrows) he should be near death (if not dead); a few more wacks should take care of him...period.

Lives of the Thousand Gods

After his body comes crashing to the floor, climb aboard and claim the object resting on his shattered spine, then make for the door at the rear of the cavern.



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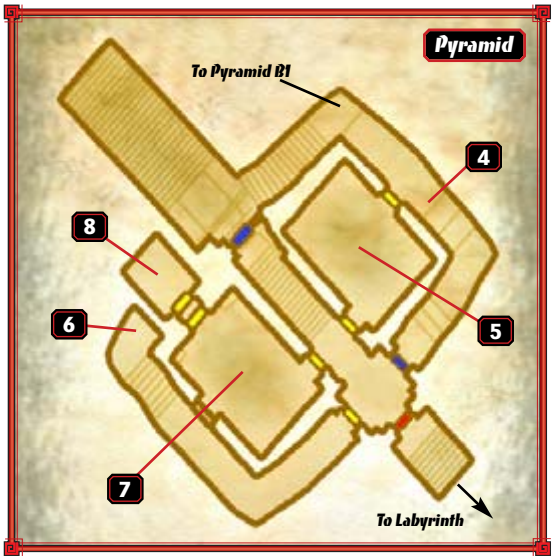
CHAPTER 13

THE FIENDISH AWAKENING

All events thus far have lead up to one place: the depths of the Palace of Zarkhan. Will Ryu be able to discover the path inside?



WALKTHROUGH

Complete Map of the Vigoorian Underground/San's Diary

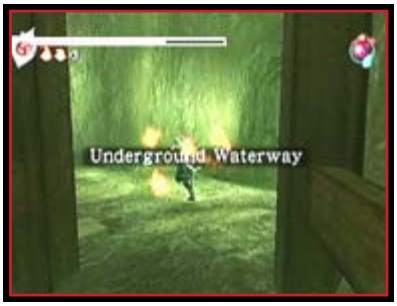
As the Chapter opens, Ryu will find himself in a large corridor traveling through the bowels of the earth. Not too far down, he'll find a corpse (as well as a colony of bats).

Save Point/Life of the Gods

At the end of the tunnel, you'll find a Save Point and a chest. Crack it open to claim a Life of the Gods, then record your progress thus far.

Talisman of Rebirth

From there, Ryu will enter into Fiend Challenge 5. This is a non-optional challenge, so slay the 80 air beasts then Continuous Wall Run up to the top of the ledge to claim your reward. Namely, a Talisman of Rebirth.



You'll now find yourself, once more, in the Underground Waterway. Head out and slay the flying Fiends, then make your way down the corridor.

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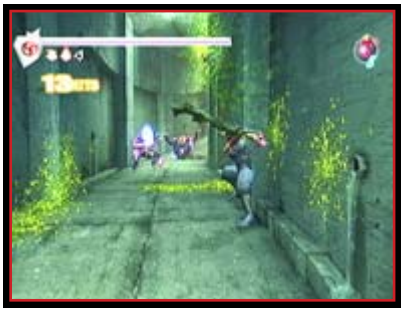
You'll find yourself in a large cavern you might remember. Follow it (while fending off flying foes) to the doorway at the other end.

Once through, head down the steps to the right (watch out for the Fiends), then through the corridor leading out of the cave.

As the path twists and turns, you'll gradually find your way back to the chute leading back up to Aquaduct B3.

Once you are back in the Aquaducts proper (just beyond the door with the water and earth statues), head straight for the Wall Run just ahead (almost dead across from the Save Point).



As you exit into the corridor, you'll be assaulted by a band of Fiends. Make short work of them, then head up the stairs leading right.

You'll then find Ryu in the B1 section of the Aquaduct. From there, another band of Fiends will accost you as the path ahead slopes upward.

Save Point

In the next section, you'll encounter a massive group of bats. Tear them screaming from the sky, then hit the Save Point to the left.

Hit the nearby ladder to return to the city streets above, taking your first breath of city in air in quite some time.

From here, your goal is simple: Head back to the main part of the city and make your way to Twin Serpents Plaza, Tablet in hand.

After crossing over the Draw Bridge, you'll find some new, very purple company shambling about. Take your blade to them but be careful—they take (and give) a lot of abuse.

NOTE

You do not have to fight these beasts. However, if you do (and you win), you'll get a very valuable item in exchange.

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That problem eliminated, you can continue on your way to Twin Serpents Plaza. As you go, you'll be accosted by a few foes, so watch your step.

Once you reach the Plaza, approach and place the completed Tablet where it belongs: in the giant, other-worldly, sculpture at the heart of the area.

Jewel of the Demon Seal 1

When your vision clears Ryu will find himself home—back in Hayabusa Village. From here, head up to the left to the cracked wall from so long ago and shatter it to claim a prize.

Shop 2

After collecting what's inside head over and up the roof, into Muramasa's Shop and acquire any supplies you may be short on.

Now make your way to the Graveyard. It's located beyond the Clan Leader's Residence (where you slew the Horselord, long ago).

Graveyard 3

After entering the Graveyard, you'll come upon a grave that Ryu will stop and examine. He'll also come away with something of great importance.

Now continue to the end of the yard, and enter the gleaming portal beckoning from the *cul-de-sac*. Emerging on the other side, once again spot Fiend Ryu.

Fiend Ryu

Fiend Ryu returns in this enclosed area armed with a Vigoorian Flail and the know-how to use it. Use the same tactics as before, namely wall jumps into Head Splitters to knock him down, followed by a Flaming Hell slash with the Dabilahro. As always, counter his Ninpo attack with either *very* precise dodging or a Ninpo attack of your own.

Life of the Gods/Phantom Fish

When he is dispatched, he drops a Jewel of the Demon Seal. Take it and upgrade a Ninpo technique by one star.

There are four chests in the area, one in each corner. Facing toward the stairs, the two on the left contain Life of the Gods and the two on the right contain Phantom Fish. Choose accordingly then enter the portal at the top of the stairs.

TIP

Need some Essence? Equip The Armlet of Benediction and attack the two towering baddies with a fully charged Dabilahro attack.

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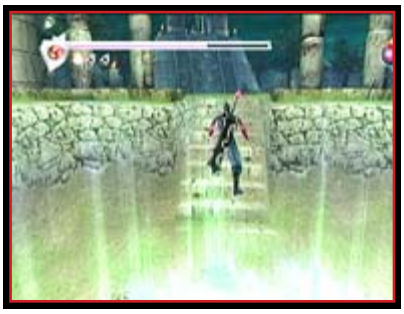
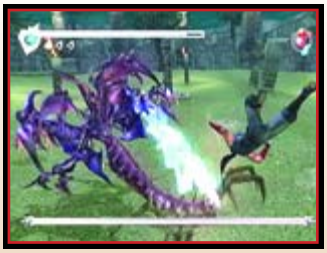
The next leg will drop you just down the way from the Magma Lake. Before Ryu lays another portal—prior to stepping through, head through the door on the right and save your progress.



The final portal will deposit Ryu before an immense stone pyramid with a grand lawn laying at its feet. Continue forward and prepare to battle another Fiend.

Boss Battle: Alma, Lesser Fiend



Alma returns! And, though it may be hard to believe, she's even uglier than before. On the plus side, she appears to be slightly easier to defeat this time around.

The key to neutralizing Alma is much the same as it was the first time around. Keep in a decent range and punish her when she comes in too close. The Art of Inazuma Ninpo attack, even at level 1, stuns Alma long enough for Ryu to land a Dragon Tear, or a Blade of the Dragon's Tail or, for the brave, land two of them.

If you open up too wide a gap, she'll start hurling energy bolts at you, so stay in *tight* and stick and move.

While all her attacks are devastating, you do not want to get caught in her embrace—it'll easily wipe away half your life bar.

Just keep abusing her with Flying Swallows and, when she goes dormant, dive in and pile on the combos till she starts moving again.

At the battle's end, pull out Ryu's War Hammer and strike the glowing, cracked, area on the pyramid's steps to break on through.

Pyramid Map 4

Upon getting inside, head through the doorway on the left (the one ahead is currently locked), and you'll find a corpse.

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Great Spirit Elixir/Tablet of Water 5

A bit further down the hall (on the left) you'll find another doorway. Inside, you'll find an Elixir and one other object of note.

CAUTION

Be ready: As soon as you perform the following action, the room is going to become a lot more crowded in very short order.

Remove the Tablet from its current resting place, and move it to the slot to the left. Several interesting things will follow.

The room will suddenly become congested with several large, cockroach-like, creatures. Keep executing Helmet Splitters to make their stay in this world a short one.

After you deal with them, head up the steps to the right of the tablet, and to the left toward the crescent door, then up to the right.

Save Point 6

Keep following the path as it slopes down and away (passing a door to Ryu's right), and you'll shortly arrive at a Save Point.

Life of the Gods/Tablet of Flame/ Tablet of Leaves 7

Now backtrack up the steps and head into the room you just passed. Once inside, grab the *left* Tablet then kick open the nearby chest.

CAUTION

As with the last Tablet maneuver, the room will quickly fill up with bugs, so be on your toes after you perform the next act.

Tablet in hand, head across the hall and insert the Tablet of Flames into the empty slot beside the Tablet of Water and get out the bug spray.

Serpent, Deity of Creation 8

After you've squished the small army of insects, move back across the hall and gather the Tablet of Leaves, then head into the alcove in the back and grab the statue.

Now take the Tablet of Leaves and place that in the slot that the Tablet of Flames formally occupied, and watch what ensues.

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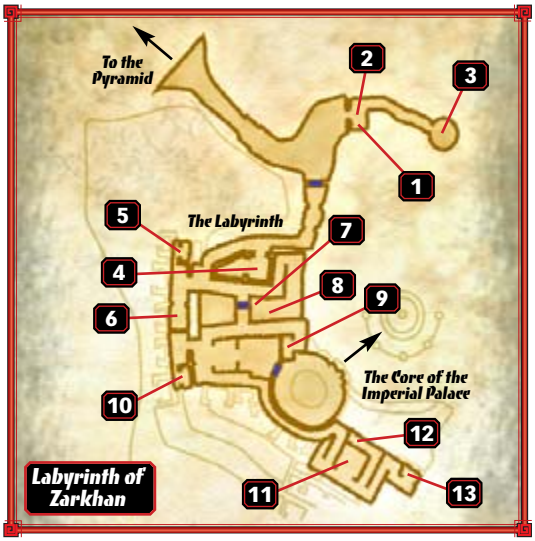
CHAPTER 14

VENGEFUL SPIRIT

The fate of the sisters has been decided. Ryu now heads for the depths of Zarkhan, determined to fulfill his vengeance once and for all…



WALKTHROUGH

Save Point 1

As the Chapter commences, proceed through the only open door and to the right and make for the Save Point. Record your progress, then head up to the doorway with the moon emblazoned upon it.

Pass through the door to exit to a long pathway winding away from the rear of the pyramid. As Ryu moves along, torches will ignite to herald his arrival.

Shop/Save Point/Yellow Essence 2

Keep heading forward, hugging the wall to the left until you enter a structure with another Save Point. Record your progress, then hit the chest to Ryu's back—there's also a shop in the corner.

Griffon Key 3

As you proceed down the sloped floor, a swarm of bats will accost you shortly before reaching a warp. Lay them low, then proceed through the transporter to the…

…Fiend Realm. You'll have to crush a wave of your favorite Fiends (the ones you've slain countless times), to earn a key to your quest.

Once they've been destroyed, open the chest to grab the item, then bail back through the gate to return to familiar reality.

Once you're back through, record your progress again (watch for those bats), then head outside to the gateway on the left.

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Once inside, proceed up two flights of stairs, then turn to the right and continue along the walkway, populated by phantasmal fish.

TIP

While in the presence of the fish, the Vigoorian Flail should be your arms of choice. Keep spinning and twirling and you'll get most of the fish before they can break through your defenses.

Life of the Gods 4

Hug the left wall and enter the large open area to the left. You'll find a chest huddled in the corner waiting for someone to claim its contents.

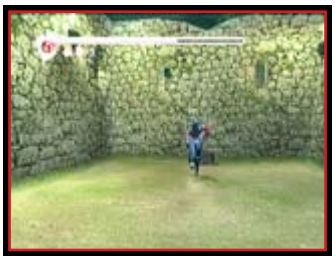
Item in hand, proceed back out and head down the pathway to the left once more. Watch for those annoying fish.

Gen's Diary 5

As you round the corner heading left, take the stairs leading right, then follow the path down the narrow corridor to find a corpse.

Life of the Gods 6

At the opposite end of the rise (from the corpse) you'll find a chest. Chase it down and crack it open to claim a helpful prize.



Now jog back down the stairs and continue forward to watch the spectral site that passes before your eyes. From there, continue straight ahead and down and around the corner.

As you approach the stairs leading down to a torch, you'll have to engage a school of fish and a new breed of (magic proof) Fiend. Use the Flail for best results.

Life of the Gods 7

In the room just beyond the now-dead Fiend and his pals, find a chest. Kick that open for another Life of the Gods.

Key of the Lion 8

After collecting the Essence, execute a Wall Run and make your way around the ridge until you spot another chest up against the archway.

Now that you have the means, make your way back to the doorway the spectral warrior passed through not too long ago and follow on through.

NOTE

It is possible to avoid much of this fight, as long as you don't want the chest on the lower part of the area. Hug the ridge to the right as you see the torch below, and work your way around that way. Mind you, some of the fish will still see you.

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Golden Scarab 9

As you enter the next area, exit the alcove, then head down the corridor to the left and follow that until it dead ends at a Golden Scarab.

Great Spirit Elixir/Save Point 10

With that collected, make your way back down the corridor, past the door you came through, and up the steps straight ahead and to the left to find a chest. Also find a Save Point, so take a second to record your Ninja deeds.

Moving back down the stairs, proceed to the corridor running along the left wall (no need to go near those big doors yet).

Move cautiously at this point, and the fish come to Ryu instead of him going to them. There are quite a few, so stand your ground and take them as they come.

Golden Scarab 11

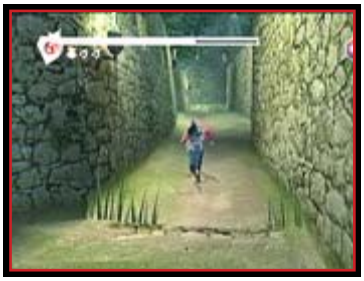
After having a nice big fish fry, follow the path as it twists to the right and begins gently sloping downwards. At the bottom, take a turn left, then a quick left again.

Key of the Lioness 12

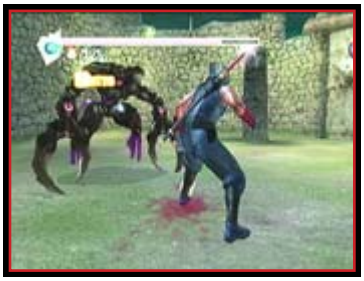
Just past that open area, head left, then take the first left and follow the path as it runs forward. Then, head once more to the left to find a chest.

That item in hand, backtrack out, take a turn to the left, and follow the path as it twists and turns into a pack of hungry fish.

Phantom Fish 13



This next chest is entirely optional, as it harbors Phantom Fish and no reward, save for a boost of Essence. If you are up to the task, head around the corner, flail in hand, and crack it open.

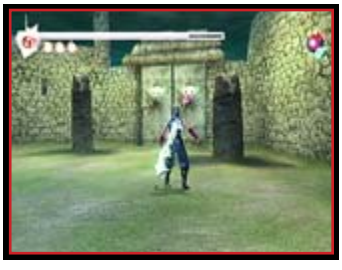


As you proceed back up the gently sloping hill, you'll notice that there are now fish where there weren't any before. Again, take your time climbing and deal with them as they come. With that, make your way back to those double doors you spotted the apparition traveling through.

CAUTION

There's a school of fish and a large, angry Fiend waiting to materialize when you step into the double door area, so be ready.

When you reach the area surrounding the double doors and the critters warp in, take them down with your Vigoorian Flail, or take out the fish, then switch to the Dabilahro and take down the Fiend.



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CAUTION

Beyond the next door awaits a battle with the spectral Doku, one that is much tougher than when he was still corporeal. He is now flanked by Phantom Fish. Make sure you're fully healed. Have your best armlet equipped (we recommend Moon), full Ki, and your favorite weapon at the ready.

Enemies slain, pull out the Key and proceed through the doorway ahead and into the jaws of one who would be Ryu's doom....

Boss Battle: Spectral Doku

You'll tackle this bad boy in much the same way you did the first time around. Keep yourself out of reach of his blade and punish him, primarily, with the Flying Swallow attack.

Far and away his worst attack is a grab 'n' stab. He'll generally launch this if you attempt to block too often (and when he's not engaged in an attack). If it hits, he steals Ryu's life and takes it for his own.

His sword toss and ice breath attacks are easily avoided, though he won't even use the former if you're staying within a reasonable range.

Executing the wall jump then the Head Splitter attack is the best strategy. Doku stays close and doesn't use his ranged attacks. Be quick to roll out of the way to avoid taking any damage.

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CHAPTER 15

THE CORE

Doku's hate continues to slowly transform Ryu into a Fiend. Feeling the blood of the Fiends pounding in his veins, the Dragon Ninja stands before the gates to the source of all evil, the Core of the Imperial Palace!

WALKTHROUGH

As the Chapter opens, Ryu will find himself surrounded by fish. Switch to the Flail and lay them to rest, bone by bone.

Life of the Gods 1

That bit of unpleasantness dealt with, head through the opening and to the right to claim a chest a ways up the road.

Map of the Labyrinth/Save Point 2

Now make your way back down the road to the corpse on the left to get an item, then record your progress at the nearby Save Point.

NOTE

It's a long haul until the next Save Point so do not forget to save here!

Elixir of Spiritual Life 3

Making your way onward and up the hill in this alien landscape, you'll reach an open area that'll soon spring to life with Fiends of various stripes. Draw your blade and strike them down.

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After you dispatch the Fiends, head over to the outer edge and crack open the chest to claim an Elixir.

Now continue on your way, past the pathway heading to the Palace on the left, and make your way to the gate. Once there, destroy the fish guarding it.

Dai's Diary/Key of the Decayed Soul 4

Once they're crushed, proceed through the gate and stop at the corpse laying at the top of the stairs. Collect its belongings, then head back through the gate (or head to Muramasa's if you desire).

On the way back through, the fish will attack you again. Send them back to the grave once more, then continue on your way toward the Palace.

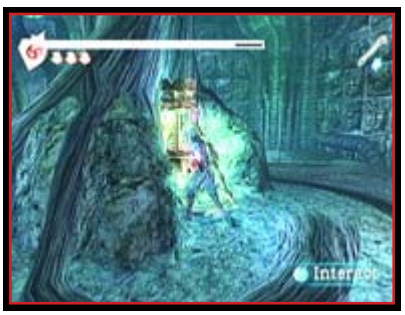
TIP

If you need cash (for weapon upgrades, items, etc.) simply re-killing these fish will net you at least 5-10k Essence per go if you have the Armlet of Benediction—which you should by now.

Once you have the key in hand, head through the front door of the Palace Core.

As you reach forward for the sconce, you are waylaid by several Cat Creatures. Draw one off and fight it alone, then grab another. Each time they perish, they leave Blue Essence behind.

After they're dead, place the Raptor statue on the sconce near the entrance, then head through the next doorway.



Before stepping foot on the nearby stairwell, switch to the Vigoorian Flail in order to deal with the school of fish you'll have to contend with as you battle your way up the steps.

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Life of the Gods

At the top of the steps there's a chest waiting for you. Crack it open to claim a Life of the Gods, then head through the next doorway.

CAUTION

There's another big fight ahead, so be prepared for a long, drawn-out battle.

As soon as you make for the sconce, more of your big red friends as well as three lava Fiends will assault you. Again, try to divide and conquer, by drawing one up against a wall and pounding away until it drops.

TIP

Be sure to use your magic (especially Ice Storm against the lava Fiends) as the fish afterwards will replenish you to full power.

After the battle ends, approach the sconce and unite Wolf, Deity of Wisdom with his proper place, then pass through the door.

You'll have to contend with a swarm of fish as you climb the stairs to the next landing. Go maniac on them with the Flail, then head through the giant skull-flanked door.

CAUTION

There is a battle brewing in the next room. Be on your guard and ready when you put the next statue in its place.

This time around it's a relatively simple confrontation with a few massive Fiends. Take them down.

Wiping your hands of that mess, approach the next sconce and ensconce the Devil, Deity of Immorality in its proper resting place. Head through the next door.

Life of the Gods

Atop the next staircase you'll find another chest. Crack it open and claim what's inside, then carefully walk off the edge to the left.

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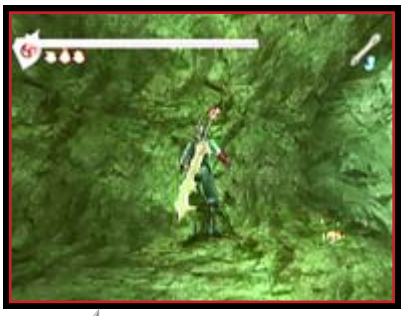
Golden Scarab



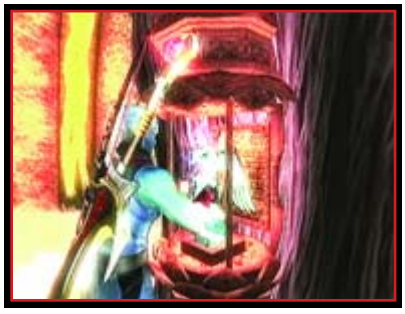
Down below and to the right you'll find another Golden Scarab. Once you have that in your possession, walk to the skull to the left and head back up the stairs.

CAUTION

In the next room you'll face your toughest challenge yet, so be prepared.

In the next room, as you approach the sconce, you'll be locked in and forced to battle four laser-firing Fiends. As always, split them up (or, better yet, use Inazuma at level 3) to drive them back to Hell.

With them destroyed, approach and place Serpent, Deity of Creation into its place, then proceed out the following door.



TIP

If you need to replenish your magic or health the fish are your friends. Keep entering and leaving one of the main chambers and slaughtering fish until you're fully powered (just watch the respawning Fiends in the rooms).

Phantom Fish

After hitting the next flight of stairs (and wiping out the fish as you go), you reach the top of the Palace. From there, sneak around to the right, but do not open the Phantom Fish laden chest.

Save Point/Great Spirit Elixir

Just ahead you'll spot a Save Point and another chest. Open the chest, then record your progress. From there, leap through the next portal and into the fires of Hell.

CAUTION

There's no coming back from the next sequence until it's over, so if you're not feeling up to it, run back to Muramasa's and load up with as many Elixirs and all other revitalizing agents Ryu can carry. You'll want to have as much of everything as possible, just in case. This includes (but isn't limited to): Core Arrows, Devil Elixir, Spiritual Elixir.

Once you arrive on the Fiends' plane, you'll be set upon by a group of Cat Creatures.

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However once you defeat that lot, you'll be forced to duel with the Tentacle Fiend and lesser Fiends again. The same strategy applies that applied in the past, so get in there and chop off those limbs.

After you deal with him, head back through the portal and you'll have to deal with more Cat Creatures, as well as the Arch Fiend mixing it up with fireball strikes. Keep on your toes and you should be OK.

TIP

When he laughs, he's letting loose with a fireball, so watch your back!

Once that diversion has ended, he'll summon up the Abominable Snow Fiend to do battle. Again, like the Tentacle Fiend, his strategy is the same as it was previously. Bait him, let him strike, then slash and retreat, ever wary of the lesser Fiends flanking him.

Boss Battle: Arch Fiend

After watching Ryu make mincemeat out of his most powerful offerings, the Arch Fiend joins the fray. While there's no denying his power, a select few strategies will make him go down hard.

You don't want to give him too much room to operate, since the majority of the damage you'll be dealing comes in the form of Flying Swallow attacks.

Only attack him when he's in the midst of launching an attack of some sort or on the ground, dazed from a missed assault.

TIP

Depending on your skill level, it may be best to go with the Armlet of the Sun (for offensive players) or the Armlet of the Moon (for defensive players).

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Boss Battle: Arch Fiend (cont'd)

His repertoire includes fireballs, summoning lesser Fiends, a charge attack (one with his shoulder; a second more devastating spinning assault) and a diving punch. All hurt a lot.

Keeping him pinned down is key. Every time he opens up to make an attack, Ryu should be in the air and striking with a Flying Swallow.

When he initiates his dive attacks (you'll see him fold his wings about himself or pull back momentarily before flying forward), you need to jump out of the way and deliver a return strike.

The best time to the do the most damage is when he misses a spinning wing attack. At that point he'll sit, dazed, begging to be hit several times with the most powerful combos you can muster (Blade of the Dragon's Tail, etc.).

Every time three Cat Creatures arrive on the scene, execute a third level magical attack (preferably Inazuma) to clear the field and force him to waste his attacks summoning more.

Keep cool and calm and you'll be surprised how quickly he falls.

Demon, Deity of Destruction

Once the Arch Fiend goes up in a ball of flame, step forward and claim the final statue in the sequence: Demon, Deity of Destruction.

Now proceed up the path as it slopes away from the bloody arena below. Before long you'll come to a portal which will return you to whence you came.

TIP

If you need it, head down to the stairs and kill some fish to replenish your health, Ki, etc. Or, trudge back to Muramasa's and load up on supplies.

Back at the Palace Core, record your progress then place the final statue in its sconce just ahead. The gates above will open up leading to…?

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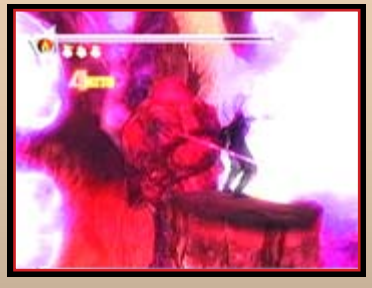
Boss Battle: Ultimate Alma

Rachel's sister has fully given over to her dark side and for that she must be destroyed. While her size may be intimidating, she'll be yours for the taking.

Ultimate Alma consists of three parts: her left arm, her right arm, and her chest piece. You'll have to destroy all three to bring her down.

Utilizing your most devastating weapon and best multi-hit combo, begin pounding away at her from your rock-based skiff.



You'll have to go with the flow of the energy beams orbiting Alma or you'll get fried, so rotate the skiff along with the beams.

TIP

If you see a beam coming and can't dodge it, execute a magic attack and it'll go right through Ryu.

You'll know you're making progress as each part of her body is destroyed in a vivid cinema sequence.

The more of her that is eradicated, the faster the orbiting beams become. By the time her life bar is half annihilated, you'll need to anticipate it or you'll be run down.

R.I.P.

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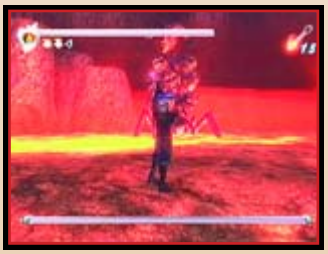
Boss Battle: The Dark Emperor

You probably figured that after Alma's destruction Ryu was home free, right? Not quite....



This shambling, skull-faceted, monstrosity is as fearsome as they come, but stand your ground—you're almost home free.

First off, if you have arrows (or Incendiary Shuriken) start hurling them at him while he roams the perimeter. He won't attack, initially, so take your free hits while you can.

Once his skulls start to glow, the real battle begins. He'll start hurling them in swarms at Ryu.

The best strategy here is to use Inazuma magic at level 3 to annihilate the incoming skulls and deliver a shocking blow to the beast.

Continue to use your Inazuma magic for as long as you have the Elixir to do so. It's possible, if you have sufficient Devil Elixir, to finish him off with this attack alone.

His money attack involves firing his head at Ryu *after* the volley of skull attacks. If he catches you in his jaws it's devastating. Keep moving (use the Reverse Wind technique) and keep away from his teeth.

CAUTION

You can fall into the lava surrounding your narrow oasis, so watch where you jump, roll, etc.

If you don't have the Elixir to finish the job, you'll have to wait until he moves in close (literally on top of Ryu) and cut him from underneath.

Whether by magic, arrow, or the blade (preferably all three), he'll die a screaming, mad, death. Though he's now dead, it isn't quite over yet....

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CHAPTER 16

THE DARK DRAGON BLADE

Ryu has defeated the evil Vigoor Emperor, and the Dark Dragon Blade is out of the reach of the Fiends. Now, Ryu must quickly escape the depths before the cavern comes crashing down on him!

WALKTHROUGH

Save Point

Your enemies lay in ruin and now it's time to escape with your life! But not before you collect the Dark Dragon Blade. Record your progress, then start moving!

Head to the left of the Save Point and execute a Wall Jump, then do the same to the right and once more ahead.

Next, head to the right corner and perform a Flying Bird Flip to make your way to the top.

Once you reach the top, jump the next ledge, execute a Wall Run, then one more, and the Blade will be within your grasp!

Dark Dragon Blade

That's it! It's yours! Now, avoid being destroyed as the entire mountain comes down around Ryu's head!

NOTE

Just because a time limit isn't posted, it doesn't mean there isn't one! You don't need to take this level at breakneck speeds, but don't dawdle.

From here, you'll have to make a tricky jump to the small outcropping to Ryu's right. Once there, go up to the next ledge.

Now you'll need to maneuver from pole to pole along the right wall. Once you reach the *third* pole, you'll have to leap and Wall Run to the ledge. Ryu will do the work, so just hold toward the wall and jump.

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On the next ledge you'll spy another pole. After that last series of swings this should be fairly straightforward. Leap on and off you go.

On solid ground once more, make your way around the edge, then Wall Run up the rock face and up to the next peak.

Face Ryu to the wall, execute a Wall Run, and he'll grab the ridge above. From there, start shimmying left.

Once you're clear of the wall, haul yourself up and continue to the edge of the ledge. You'll need to make a jump across to the other side.

A couple of elementary jumps later, you'll come upon a seeming dead end. If you look down you'll spot a spire of rock jutting up. Take a standard jump aiming directly at it and you'll come in for a hard, but safe, landing.

Now follow the upward slope of the rock, and leap for the next ledge above. Quickly haul yourself up and continue onward.

CAUTION

At this point take one moment (a short one) and make sure your health is full.

Now make a sharp left turn and run at Rachel with all your strength! It's time to get out of here!

BEWARE!
Major "Spoiler" on next page.

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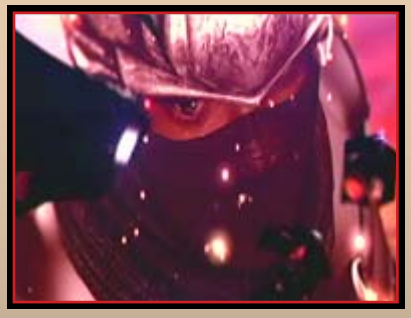
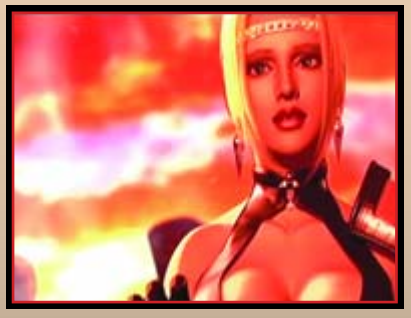
Boss Battle: Dark Murai

Ryu's former mentor has been playing the opposite all along! Now it's time to show him what traitors have coming to them.

Murai is a pushover. All you really need to do is hit him with one Flying Swallow, then repeat that process over and over.

If you move too far off, he'll fling a flurry of stinging stars your way.

Keep up the pressure and Murai will fold in no time flat.

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MASTER NINJA MODE

Think you've got the true Ninja skills? Time to put yourself to the ultimate test and fight in the Path of the Ninja Mission Mode. Forty-six levels of pure mayhem with wave upon wave of enemies await. Overwhelming as it may sound, we've got you covered with strategies and tips to make sure you finish as the true Master Ninja.

NOTE

The first 10 missions are unlocked initially; completing missions 1–5 unlocks missions 11–15, finishing 6–10 unlocks 16–20, and so on.

PATH OF THE MASTER NINJA

Path of the Master Ninja: Hone your Ninja skills with this opening set of missions, filled with enemy Ninjas, dragons, and the first boss, Murai.

- **Defeated enemies drop Blue, Red, and Yellow Essences, yielding Health, Ki, and Money bonuses.**
- **The available equipment and items change from mission to mission, so take a look at what you have (and don't have) in order to get the job done.**
- **Smoke Bombs are a new addition to the Hayabusa arsenal, and a worthy addition at that. Not only do they explode and blind surrounding enemies, Smoke Bombs also cause Ryu to roll away from dangerous situations.**
- **When faced with a multitude of enemies, pick one and fight it to the death. The sooner an enemy dies, the sooner it drops a valuable Essence pick-up.**

Phase 1: Defeat All Enemies (25)

Twenty-five enemies in a very small room may sound like a daunting task, but it's not too tough for Ryu Hayabusa to handle. With the rapid attack rate of the Vigoorian Flail and a healthy supply of Smoke Bombs, the key to victory is to stick and move. Attack, then dive away, repeating the process and taking special care not to get trapped in a corner. Should that happen, use a Smoke Bomb to blind the enemies long enough for you to move and start the maiming anew.

Phase 2: Defeat All Enemies (25)

Red Ninjas and dragons fill this phase, making it seem like an impossible task. Eliminate the Ninjas first, then use the dreaded wall jump into downward-strike attack to finish off the dragons. Avoid standing next to a dragon at all costs, or you may find yourself thrown into a pit of lava.

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CAUTION

The Dabilahro sword has incredible power but limited speed. Don't go toe to toe and get into a slugging match with it equipped; instead, use single, powerful jumping attacks to win the battle.

Phase 3: Defeat Masakado, the Red Samurai

Stand your ground and use Explosive Arrows to damage Masakado. A few well-placed shots leave him horseless and near defeat. Use the wall-jump attacks or jumping attacks to finish him quickly.

TIP

Focus only on attacking Masakado. While it may be fun to attack his minions, they respawn over and over again until Masakado is slain.

Phase 4: Destroy All Enemies (100)

Here are 100 enemies, a very small platform, and nowhere to hide. Use the terrain to your advantage, running off the invisible side walls and launching jumping attacks of doom upon the enemies. Should you get surrounded, use Ninpo or a Smoke Bomb before your foes corner-trap and kill you.

Phase 5: Defeat Murai, Leader of the Shadow Clan!

Murai blocks and dodges better than ever, so the indirect route is the key. Dispatch his Ninja minions, corner him, and unleash two shots of Ninpo. The War Hammer charge attack destroys him in short order.

TIP

Break the vase against the wall and get a Jewel of the Spirit Smith to upgrade a non-maxed weapon by one star.

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DESCENT OF THE FIENDS

Descent of the Fiends: The demons and creatures in these missions are mostly the midlevel bosses in the game, leading to battles not for the faint of heart.

Phase 1: Destroy the Bone Dragon!

Use Ninpo and the Vigoorian Flail to make quick work of the flying enemies, then move in for the kill on The Bone Dragon. Attack his feet and legs, using either the Kitetsu or War Hammer, making sure to avoid his tail sweeps and biting attack.

TIP

The Bone Dragon's tail attack helps destroy your enemies: lure them in close, jump the tail, and save yourself some work.

Phase 2: Destroy the Fiend Hydracubus

Dispatch ground-based enemies first, then use jumping attacks to de-tentacle the Hydracubus. Fighting in close prevents most of his attacks from doing real damage and gives you the perfect vantage point for chopping up the Hydracubus with the War Hammer.

Phase 3: Defeat Doku, Lord of the Greater Fiends

Doku has some devastating ranged attacks, so move in close to him as fast as you can. Ninpo attacks do little damage, but the now-familiar wall-jumping attack causes him a solid amount of damage, so focus on that and put him down for the count.

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Phase 4: Defeat the Fiend Yotunfrau!

Yotunfrau looks big and mean, but don't let that fool you; his slow speed and predictable attacks make him one of the easier boss characters to dispatch. Use the Dragon Sword or the Kitetsu—both do high damage rapidly—and get in close. The Art of the Inazuma makes short work of the smaller enemies, who give up ample Essences so you can charge up for the really big attacks.

Phase 5: Defeat Smaugan, the Lava Dragon!

With two narrow walkways, four archers, a massive lake of fire, and Smaugan, this mission requires steady nerves. Make your way to the top level via one of the two elevators, then dispose of either archer. Avoid Smaugan's biting attack and his lethal flame breath; use the dreaded Blade of Nirrti attack with the Kitetsu to finish him off once and for all.

ABYSMAL LAIR

Abysmal Lair: Journey into the depths of the lower sewers.

Phase 1: Destroy All Enemies! (100)

The easiest of all challenges, this one can be done in mere seconds. Fire off a Ninpo attack as soon as the mission starts, then charge up using the Essence to unleash an ultimate attack. Repeat a few times and victory is yours.

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Phase 2: Destroy the Thunderbolt Worm!

The Thunderbolt Worm is a tricky beast, chiefly due to the small enclosed area of the fight. Avoid chasing him into the water; he ducks into his underwater cave and leaves no opening for attacks on him. As soon as he ventures out of his cave, do a wall-jumping attack with the War Hammer, burying the worm in the ground.

Phase 3: Destroy All Enemies! (13)

A narrow sewer tunnel is the setting for this mission, with multiple foes of all sizes and dispositions inside. Use Ninpo to weaken the big fellas, then wall-jump slash the rest of them, avoiding the death trap corners at all costs.

Phase 4: Destroy All Worms!

Two Thunderbolt Worms stand between you and victory, with caves to protect them. Clear the shoreline of foes with a Ninpo attack, then move into the water and pick one Thunderbolt Worm to kill. Focus on one at a time, healing when needed and timing charging attacks to hit them as soon as they poke out of the caves.

Phase 5: Destroy All Worms!

Now things get really tricky, with three worms instead of two. The same basic tactic applies: wade into the water, heal after you're shocked, and charge attack when they dart out of the caves. Avoid a multifront battle by choosing a worm on one side—kill it, move on to the middle worm, then slay the final one.

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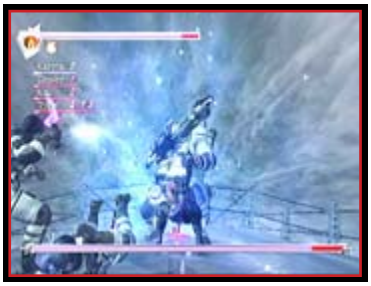
MILITARY DESTRUCTION

Military Destruction: Mechanized madness features infantry with all manner of modern weapons, tanks, helicopters, and a few demons thrown in for good measure.

Phase 1: Defeat Dynamo!



Dynamo and his beam attack are back, this time flanked by several infantry armed with guns. Dispatch the infantry with arrows or Ninpo, then use jumping slashes to down Dynamo. Note the range needed—not too far or you get shot, and not too close or you get thrown.

Phase 2: Destroy the Tanks!

Now you have to fight two tanks and some infantry—thankfully, one tank at a time. Your weapons of choice are the APFSDS Arrows, able to penetrate the tanks' strong armor. The box that holds the APFSDS Arrows affords some small cover, so fire from behind it, picking up more arrows as needed.

TIP

Temporarily take out the machine gunner on top of the tank with a well-placed arrow.

Phase 3: Destroy the Radio Control Tower!

Clear the platform of enemies first, then focus on shooting arrows at the lights on the tower. Shoot two arrows, then move, avoiding the incoming rockets. Don't linger too long in any one spot; enemies respawn on the platform, and the rockets have significant splash damage.

TIP

Really brave-of-heart Ninja can stand their ground and shoot rockets coming at them with their arrows.

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Phase 4: Shoot Down the Helicopter!

Two infantry begin on the railing with you. Take them down with Ninpo or by the sword. Use APFSDS or Explosive Arrows to shoot the helicopter from a covered position behind the box of arrows and the fence next to it. The helicopter's missiles home in on you, so wait until the last second to dodge them, then shoot again.

Phase 5: Destroy All Enemies! (100)

A hundred infantry soldiers, armed with guns, rockets, and swords, are this mission's foes, and they are formidable foes at that. Move as much as you can, wall-jump attacking at will, rolling away, and repeating. There are no Elixirs to heal with in your stock, so take special care to grab any Blue Essences.

NIGHTMARISH PHANTASMS

Nighmarish Phantasms: Those that walk the earth and lay waste to all lie in wait for Ryu here. Doku and a few familiar friends return, bolstered by all-new demonic foes and some mechanized support.

Phase 1: Destroy All Enemies! (14)

Fourteen enemies to defeat and a wide open cavern with plenty of walls make up this challenge. The Art of the Inferno is the only Ninpo available; use it to finish off weakened foes. By now, you know the drill: lure them close to the wall, jump off their heads onto the wall, attack, and watch as the Dabilahro sends them packing.

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Phase 2: Destroy All Enemies! (8)

Only eight fiends this time, but beware; they are tough. Use the True Dragon Sword with Blade of the Dragon's Tail attack to kill the "small" dragons. The white demon knights are tougher, morphing into more powerful red versions when heavily wounded, so roll around their attack and counter them with a solid array of rapid slashes.

Phase 3: Destroy the Tank!

As soon as the mission starts, turn 180 degrees and beat tracks away from the tank and the two surrounding enemies. The crate of APFSDS Cores is the number one priority, since that's all Ryu has that can put a tank down for good. Basic swordplay clears the two enemies long enough to take aim and put a quiver of the arrows through the tank, leaving it in smoldering ruins.

Phase 4: Defeat the Fiend Paz Zuu!

Paz is one big enemy, able to launch powerful yet predictable laser attacks and use his wings to create massive wind attacks. Duck and dive, chasing him down, using the Kitetsu and its Flying Swallow to get in close, then attacking with the Blade of Nirrti combo. Be warned: It does take a lot of patience to kill Paz, so Ryu must be methodical and deliberate in his attacks.

Phase 5: Master Ninja Tournament Final Round

The final mission of this set finishes on a high note—for body counts. You start off with Doku, then an arch fiend, all the while flanked by smaller demons. Pace yourself and take it slow. Wall jumps and Flaming Hell slashes with the Dabilahro sword whittle them down, while two Talismans of Rebirth keep you going long enough to get the job done.

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CAPTIVATING GODDESSES

Captivating, devastating, and eviscerating are but a few of the words to describe this motley crew of ladies gone bad. Those who take them lightly are not around to make the same mistake twice.

Phase 1: Defeat Awakened Alma!

Alma has never looked uglier or more deadly. Her multilegged speed gives her a massive advantage to line up throws, and the enemies surrounding make the job even tougher. Use Ninpo and a few well-placed attacks to dispatch the lesser foes, then focus on the all-important Flying Swallow attack to take down Alma. Movement is of ultimate importance, since recovery time from a missed move easily equates to one more dead Hayabusa clan Ninja.

Phase 2: Defeat Alma, Greater Fiend!

Alma's second incarnation. This time she throws down—literally. Because she has concrete spires available to lob at Ryu, distance is not going to help. Dispose of her underlings, then lure her close to a wall, avoiding her energy bolts and concrete missiles at all costs. Wall-jump attacks with the Dabilahro are the order of the day.

Phase 3: Save Rachel!

Unique to this mission, the goal is not to end a life, but to save it. Rachel is tied down on top of the temple, with archers and rocket infantry taking shots at her. Don't panic. Avoid unnecessary contact with anyone not shooting Rachel, find her aggressors one by one, and pick them off. Everything else must be secondary to stopping any and all projectiles headed for Rachel.

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Phase 4: Defeat Nicchae, Ancient Greater Fiend!

Nicchae is tough, with throws that do heavy damage and the ability to grab Ryu off the ground while she's in the air. Kill her minions and use the Essence to land a solid charged attack on her, then follow it up with a Ninpo attack. Fortunately, she's weak against the Dark Dragon Blade, so land a few solid shots and she'll be nothing but a bad memory.

Phase 5: Defeat Ishtaros, Ancient Greater Fiend!

Ishtaros has the best in-close game of any opponent, unleashing lightning-fast swipes of her whiplike arm, and her ability to grab from distance only adds to the pain. Speed is important, and Ryu must dash in, take a few good swipes, then back off and look for another opening. Using the Art of the Inazuma Ninpo on her comrades to gain Essence and charge attack goes a long way to making this demon take an eternal nap.

GIANTS OF THE UNDERWORLD

Perhaps the only enemy capable of defeating Ryu Hayabusa is...Ryu Hayabusa! In each of these five fights against Fiend Ryu, he is armed with a different deadly weapon and the skills to use it to an ultimate effect.

Phase 1: Overcome Yourself!

The first of the battles facing Fiend Ryu pits Ryu against him in a one-on-one fight to the death. Armed with a Vigoorian Flail, Fiend Ryu has solid speed of attack and can kill in the blink of an eye. Circle him with the crouch dodge, waiting for openings on his missed attacks, then lay into him with some True Dragon Sword or Dabilahro combos.

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Phase 2: Overcome Yourself!

This version of Fiend Ryu wields the Kitetsu like a pro. Avoid lingering close to him, or Ryu will be on the receiving end of a life-changing (stealing your health and taking it for his own) event. Ninpo won't do much damage, so use the Dark Dragon Blade and dispatch Ryu's nemesis with a few well-placed hits.

Phase 3: Overcome Yourself!

Fiend Ryu now has the Dabilahro sword in his possession, which is lethal, but he's not going to live long enough to use it. Stand your ground. Stand back against the wall and wait for him to charge at you. When he's in attack range, let off a well-placed attack to knock him in the air, off the ledge, and down to the fiery hell that is a pit of molten lava. It takes a while for him to burn, so grab some popcorn and enjoy the show; it gets no easier than this.

Phase 4: Overcome Yourself!

This Fiend Ryu uses the True Dragon Sword, and the fight takes place in a very small room, with little chance to run away. Wall-jump attacks and three shots of the Ninpo attack Art of the Inferno start Ryu off nicely, but to finish the job he's going to have to fight up close. Crouch, dodge, and counter, avoiding at all costs any Ninpo attacks, which do nearly 100 percent damage if they connect. Be patient and he drops just like the rest.

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Phase 5: Overcome Yourself!

The last Fiend Ryu battle takes place in Murai's dojo, with Lunars at 10 paces. The wide radius of attack means that mobility is the key, and standing around is the surest way to end up dead. Forward jumping slashes start the mission off well, then alternate wall-jump attacks and Flaming Hell slashes with the Dark Dragon Blade to seal your foe's fate.

FATEFUL CONFRONTATION

Use skirmishes against Fiend Murai and the spirit of Doku to warm up, then the final battle against *two* Fiend Ryus, make this challenge one of the greatest battles of all.

Phase 1: Defeat Fiend Murai!

The final boss in the main game, Fiend Murai is no slouch when it comes to doing incredible damage in little time. Find the sweet spot in his range—not too close or he uses his brutal stabbing throw, and not too far away or he hurls groups of shuriken—and get in a few good slashes. Use leaping-forward slashes with any sword, always keeping on the run to avoid Fiend Murai or the other lesser enemies that spawn. Doing this slowly, but surely, wins the day.

Phase 2: Defeat the Evil Spirit of Doku!

Don't let the fact that Doku is now a spirit fool you; he can do serious damage very easily. Use the Art of the Inazuma Ninpo to kill the ghost fish as soon as the mission starts and release the Essences they hold. Charge up and put one solid attack in on Doku before retreating. Jumping attacks and deft swordplay are now required to finish him off, but take care to do any attack quickly—any throw attack by Doku does nearly 50 percent damage.

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Phase 3: Defeat Marbus, Greater Fiend!

Marbus is back, and tougher than ever. With white demon knights as his ground backup, he prefers to dive and attack from the air. Dodge him or wall-jump to get out of the way, and wait for him to land. Use a quick attacking weapon such as the True Dragon Sword and land two slashes at a time before pulling back and starting the process again.

Phase 4: Overcome Yourself!

There's one final man-to-man with Fiend Ryu, only this time he's brought friends. Ignore the underlings and focus exclusively on Fiend Ryu and the weapon he carries: the Unlabored Flawlessness. Given the devastating damage that weapon inflicts, take the offensive right away, and land two solid strokes on him. Finally, use wall-jump attacks to finish him off in mere seconds.

Phase 5: Overcome Yourself!

With two Fiend Ryus, the standard response applies: Kill one of them as soon as you possibly can to even the odds. Focus on the Fiend Ryu that wields the Flail, since that's the most immediately dangerous weapon they wield. A few well-placed jumping attacks with the Unlabored Flawlessness sends him packing. One now remains and, now that you don't have to worry about getting stabbed in the back as you fight, he can be killed easily with wall-jump attacks or jumping lunge attacks.

BATTLEFIELD OF THE ABYSS

What do you get when you mix and match Alma, Doku, Marbus, Ishtaros, and Nicchae? You get the fight of young Ryu Hayabusa's lifetime and a tale that only the very best will live to tell.

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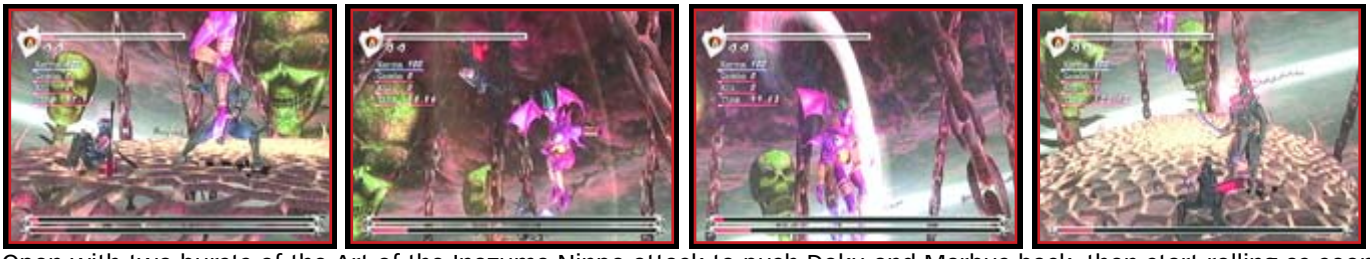
Phase 1: Destroy All Enemies! (2)

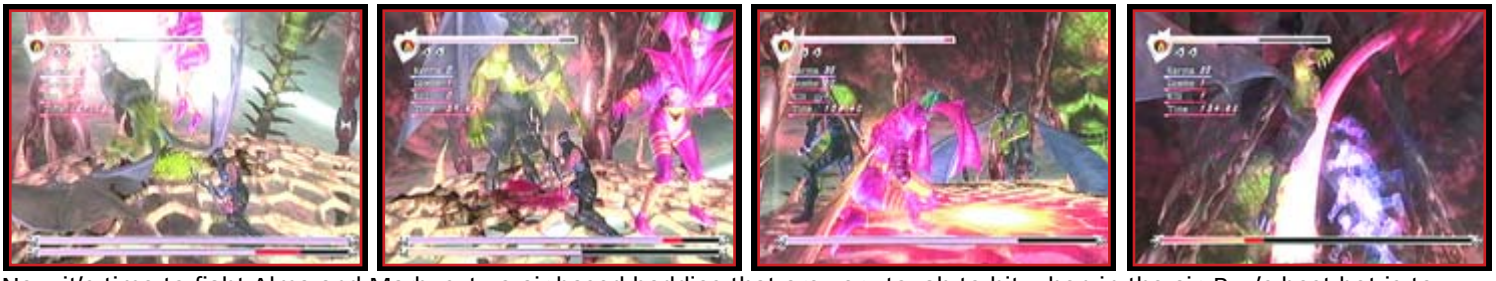
Alma and Doku together make a potent mix of land- and air-based attacks. Stay mobile and make them attack you. Close proximity is the key; dash around Doku and drop thunderous Unlabored Flawlessness attacks on him. Use the Art of the Inferno when he's low; it's nearly a guaranteed hit when you shoot at two enemies. Then drop Alma with wall-jumping attacks.

Phase 2: Destroy All Enemies! (2)



Open with two bursts of the Art of the Inazuma Ninpo attack to push Doku and Marbus back, then start rolling as soon as it hits. With Marbus shooting fireballs from height and swooping in with his diving attack, quick movement and dodging are absolutely necessary. The Unlabored Flying Dragon falling slash makes short work of Marbus after he recovers from an air dive, and wall jumps put Doku down for the count.

Phase 3: Destroy All Enemies! (2)



Now it's time to fight Alma and Marbus, two air-based baddies that are very tough to hit when in the air. Ryu's best bet is to stagger wall jumps, hitting the attack button at the very last second for full effect, and using all the Ninpo attacks he can. Avoid trading shots in close with either of them for longer than absolutely necessary—a throw from either one leaves Ryu with at least 20 percent less health.

Phase 4: Destroy All Enemies! (2)

Now it's time to take on Alma and Nicchae, two ladies with a penchant for brutal throws, air-based projectile attacks, and hurling really big rocks around. Negate the air advantage by wall-running as much as possible, waiting for the perfect moment to drop a wall-jump attack on them. Ryu's got three Talismans of Rebirth in his arsenal, so pick your battles and slowly take them down.

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Phase 5: Destroy All Enemies! (2)

The final battle begins with Ryu squaring off against Ishtaros and Nicchae at the same time. Both of them move very fast, and Nicchae's beam attack is deadly, so stay on your toes and move as much as you can. Ninpo attacks won't do much damage to either, so save and use them when an attack has failed and Ryu needs to cover his retreat. Above all else, remember that these two foes, however deadly they are, can't kill what they can't hit. Make sure Ryu is the one dictating the fight.

ETERNAL LEGEND

When all other missions are complete, this reward lies in wait: the ultimate challenge for those who want to put their best to the test against all manner of enemies in the game. Should you accept the challenge, and succeed, you will be in rare company.

Eternal Legend: Save Rachel!

And here it is, one final mission before all is said and done. Ryu starts out with little more than a few basic weapons and his desire to save Rachel at all costs. To do that, he has to navigate his way up the demon spire, dispatching foes, finding weapons, and using all his Ninja skills to be victorious in battles.

Be very aware of the reduced state that Ryu starts with: Health, Ki, and all weapons/Ninpo are at the default low setting, so you have to work your way up and buy weapons and skills.

Unlike the previous missions, Eternal Legend periodically allows for game saves and weapon upgrades, so make sure Ryu's taken advantage of that before he heads into battle. All of Ryu's tactics and abilities are put to the test, so use the fundamentals of rapid movement, forward air slashes, wall jumps, and, of course, healing when wounded. Be prepared to put some time into Eternal Legend, but don't dally too long—Rachel's life hangs in the balance.

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SECRET WEAPONS

Dabilahro

This massive sword, with its 100-pound heft, makes the War Hammer seem like a child's toy. In addition to shattering walls and barriers just as well as the Hammer, it's also a much more powerful weapon.

How to earn:
Collect 20 Golden Scarabs.

Kitetsu

This is Doku's sword, which you claim from his fallen form after bringing him down with your natural weapons. A potent addition to Ryu's arsenal, the Kitetsu allows him to use the Dead Soul Bind attack, which impales its victim and transfers some of the victim's health to Ryu.

How to earn: Defeat Doku at the end of Chapter 11.

Unlabored Flawlessness

Perhaps you've noticed the Wooden Sword available at the ship. If you purchased it, you'll also note that it has far more levels than any other weapon in the game–Unlabored Flawlessness is why. This massive, oarlike, weapon is deadly in the extreme. Though it lacks a blade's keen edge, the sheer bludgeoning power of this weapon is more than a match for any foe in the game. Beware, though. Due to its extreme size, it makes for a very unwieldy weapon.

How to earn: Upgrade the Wooden Sword to its maximum level.

Plasma Saber Mk. II

The Plasma Saber is the preferred close-combat weapon for the Vigoorian infantry. In Ryu's hand, it's similar to the Dragon Sword and the Kitetsu: powerful and fast. Best of all, the Plasma Saber Mk. II arrives pre-maxed out and you don't need to upgrade it in any way.

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SECRET ARMLETS

You can buy or unlock Armlets via Golden Scarabs. Equip Armlets to get bonus powers or abilities. Keep in mind that you can only equip one Armlet at a time.

Armlet of Benediction

Effect: Increases Ryu's Yellow Essence absorption when equipped.

How to earn: Collect 30 Golden Scarabs.

The Armlet of the Moon

Effect: Increases Ryu's defensive power when equipped.

How to earn: Buy in the store for 5,000.

Armlet of Celerity

Effect: Decreases the time needed to charge Ultimate Techniques when equipped.

How to earn: Collect 35 Golden Scarabs.

Armlet of Potency

Effect: Increases Ryu's Yellow Essence absorption when equipped.

How to earn: Find it in the Archive Display room.

Armlet of Fortune

Effect: Increases Ki power build-up when equipped.

How to earn: Collect 40 Golden Scarabs.

The Armlet of the Sun

Effect: Increases Ryu's attack power when equipped.

How to earn: Buy in the store for 5,000.

COSTUMES

Comic

Complete the game in Ninja Dog mode or Normal difficulty.

Ryuken

Complete the game in Very Hard difficulty.

Red Muffler

Complete the game in Hard difficulty.

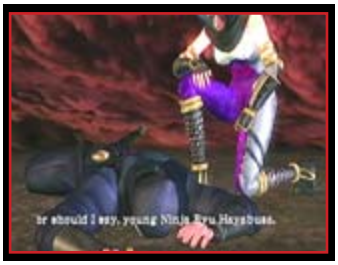
DOA

Complete the Special Mission.

NINJA DOG MODE

When the path of the Ninja is too tough, there is an easier path. Though it entails swallowing your pride, the only requirement is to fall three times on the first mission of the game.

Should Ryu achieve that, Ayane asks him if he wants to abandon the path of the Ninja. Answer "Yes" three times to become the lowest ninja there is, the Ninja Dog.



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Along the path of the Ninja Dog, Ayane helps Ryu with healing items and ribbons, which augment Ryu's abilities. Sadly for Ryu, these items come at the cost of his pride, as most of them are pink ribbons that must be worn on his arm at all times. Should the main game be too tough for you, or you just want a few laughs, as Ayane forever mocks Ryu, Ninja Dog mode is for you.

FIEND CHALLENGES

Fiend Challenges offer that extra challenge and yield very helpful rewards. To initiate a challenge, enter the challenge location, weapon in hand, once it has been unlocked. Though tough to complete, the prospect of an additional Lives of the Thousand Gods or Talisman of Rebirth is worth the effort.

Fiend Challenge: Archive Room

Opponents: Monk Fiends and Cat Creatures
Unlocked: Acquire the Book of Eons
Reward: Spirit of the Devils

Fiend Challenge: Ritual Room

Opponents: Zombies and Zombie Archers
Unlocked: Acquire the Holy Grail
Reward: Lives of the Thousand Gods

Fiend Challenge: Peristyle Passage

Opponents: Claw Fiends
Unlocked: Acquire the Blue Tablet of the Stream
Reward: Lives of the Thousand Gods

Fiend Challenge: Aquaducts

Opponents: Large Dung Beetles
Unlocked: Acquire the Jewel of the Demon Seal
Reward: Talisman of Rebirth

Fiend Challenge: Zarkhan Stadium

Opponents: Giant Fiends
Unlocked: Complete the Zarkham Stadium puzzle
Reward: Spirit of the Devils

Fiend Challenge: Cavern Passageway

Opponents: Wasp Fiends
Unlocked: Not optional
Reward: Talisman of Rebirth

Fiend Challenge: Great Bridge

Opponents: Red Dragon Fiends and Greater Fiends
Unlocked: Activate the Twin Serpent Plaza portal
Reward: Lives of the Thousand Gods

Fiend Challenge: Stairway to the Imperial Palace

Opponents: 100 Lesser Fiends
Unlocked: Reenter Stairway Level
Reward: Lives of the Thousand Gods

GOLDEN SCARABS

Scattered throughout the game, 50 Golden Scarabs are waiting to be claimed. Find them and trade them in to Masamura to gain new weapons.

Scarabs	Prize
1	Technique Scroll: Counter Attack
5	Technique Scroll: Izuna Drop
15	Windmill Shuriken
20	Wooden Sword
25	Dabilahro
30	Armlet of Benediction
35	Armlet of Celerity
40	Armlet of Fortune
45	Plasma Saber Mk. II
50	Original Ninja Gaiden Game

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